When Last We Saw Our "Heroes"...

After an unnecessarily violent and characteristically ridiculous struggle, Prince Laharl rose to succeed his father, the late King Krichevskoy, as the Overlord of the Netherworld. He did this by beating down anyone else who thought they had a claim to the throne, or who didn't think his claim to the throne was valid, or who looked at him the wrong way. Really, there was a lot of beating down.

A few years later, after a couple of other-dimensional misadventures, Laharl is still the Overlord of the Netherworld ... or so he claims. Many demons still don't recognize him, let alone acknowledge his rule. Worse, every would-be conqueror with an evil plan—from well-organized conspirators to suspiciously polite teenage angels to his own vassals—thinks they have what it takes to become the Netherworld's new ruler.

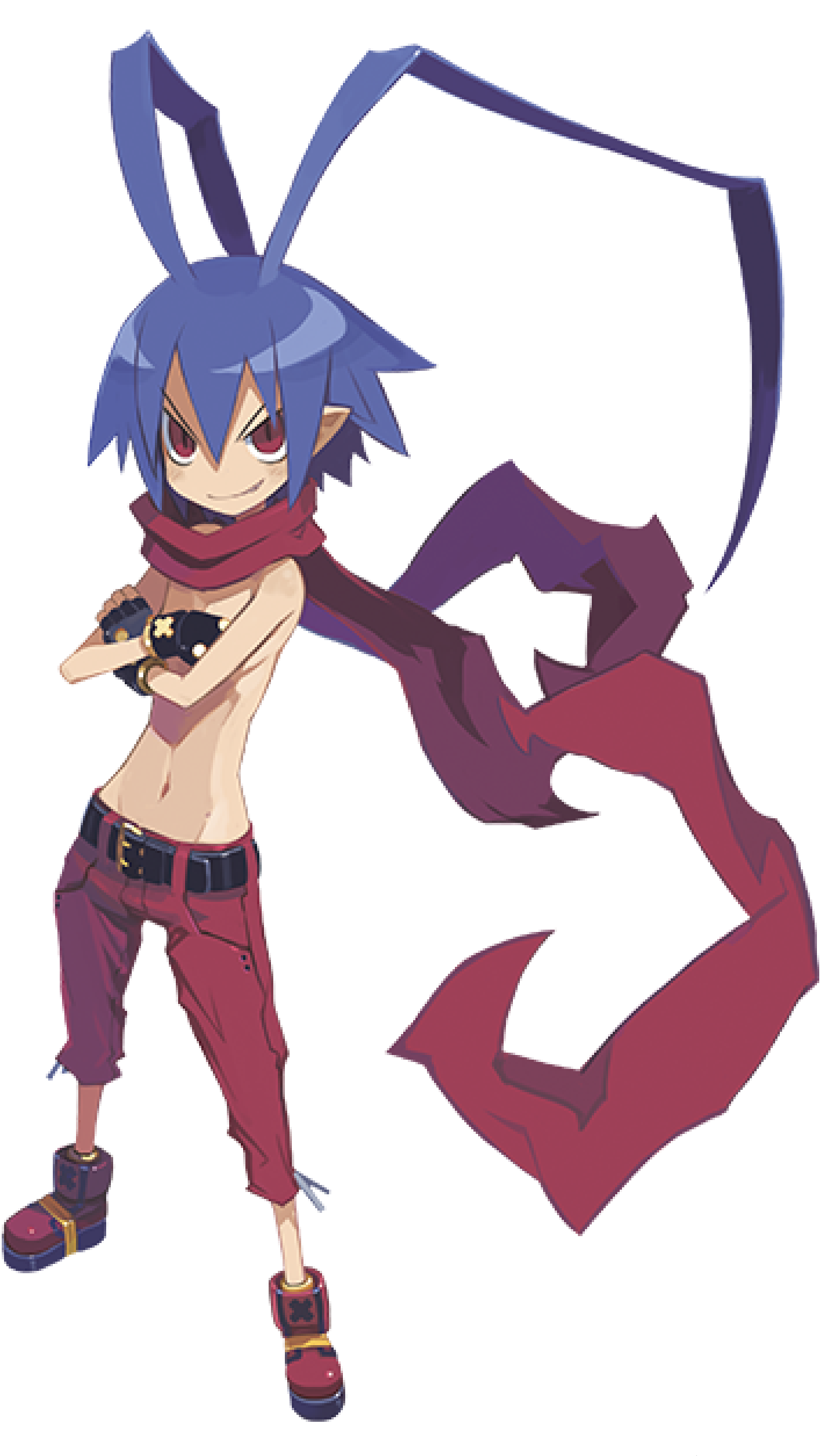
Just in case that wasn't enough, the Netherworld itself is in danger. A species of flower that's native to the heavenly realm of Celestia has begun to sprout all over the dimension, transforming not only the local demons but the Netherworld itself. At the same time, angels are disappearing into the Netherworld, forcing the new Archangel to investigate.

Laharl's got to prove he's got what it takes to be the Overlord, avert an all-out war with Celestia, thwart the usual near-constant attempts to steal his throne, and finally, if it's even possible, save the Netherworld itself.

Cast of Characters

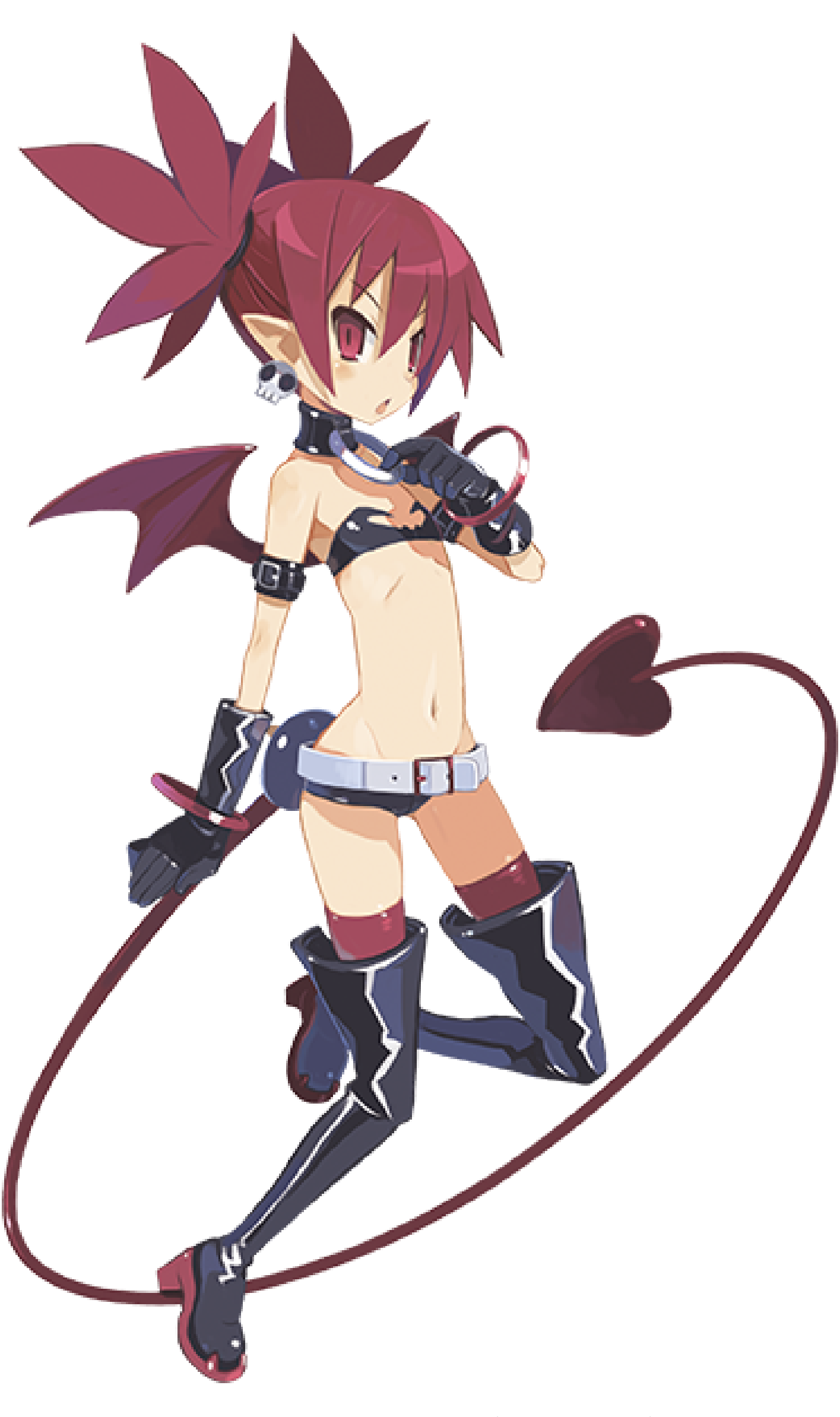
Who’s Who in the Netherworld

Laharl



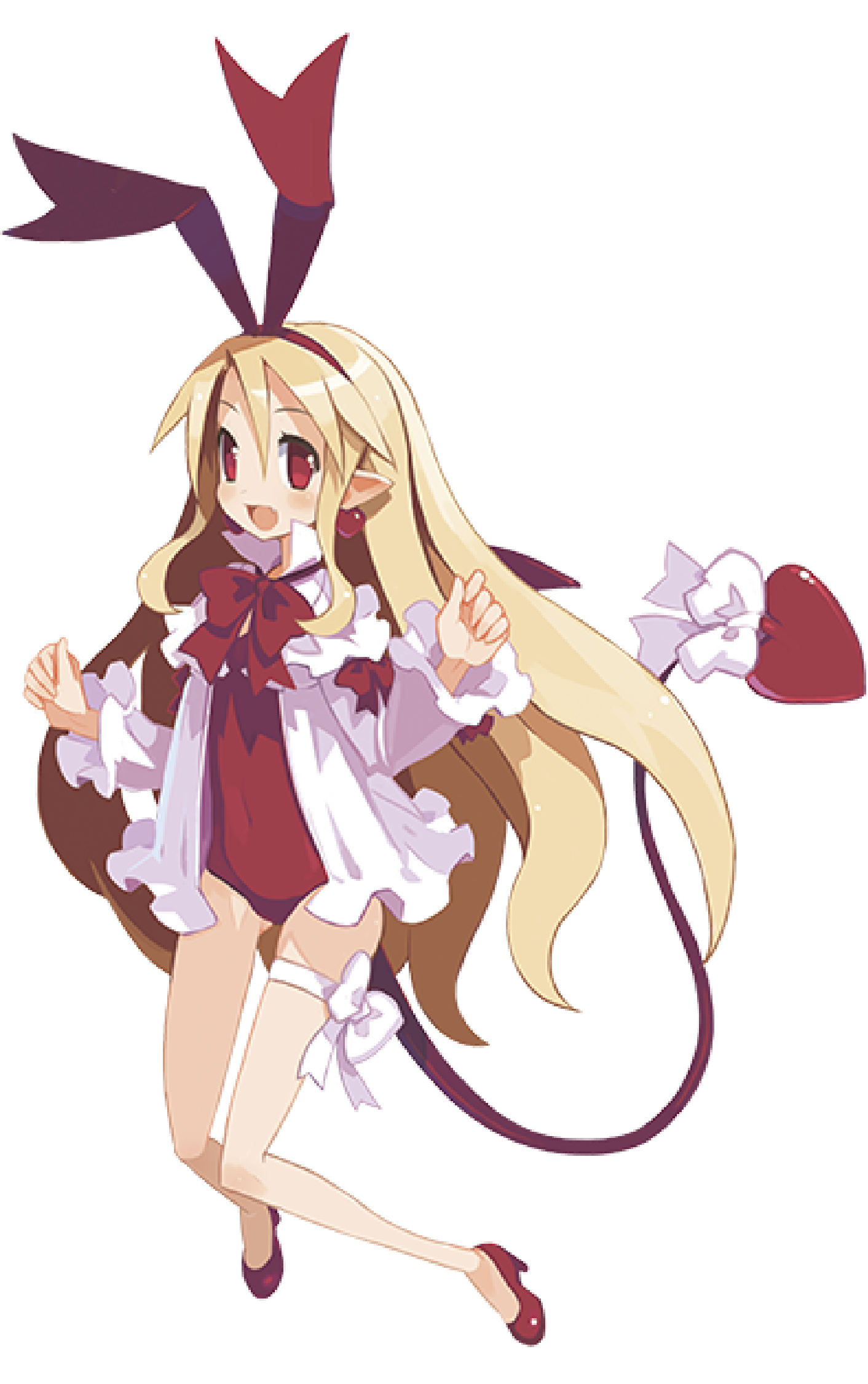
Our, uh, hero. Laharl is, as ever, the life support system for a short temper and a bad attitude. He thought he’d proved his right to be Overlord back in Hour of Darkness, but that’s just given people time to plan and set up their conspiracies. Laharl’s out to persuade the inhabitants of the Netherworld that he is the Overlord and they should respect him. It’s not working out quite like he’d hoped.

Etna



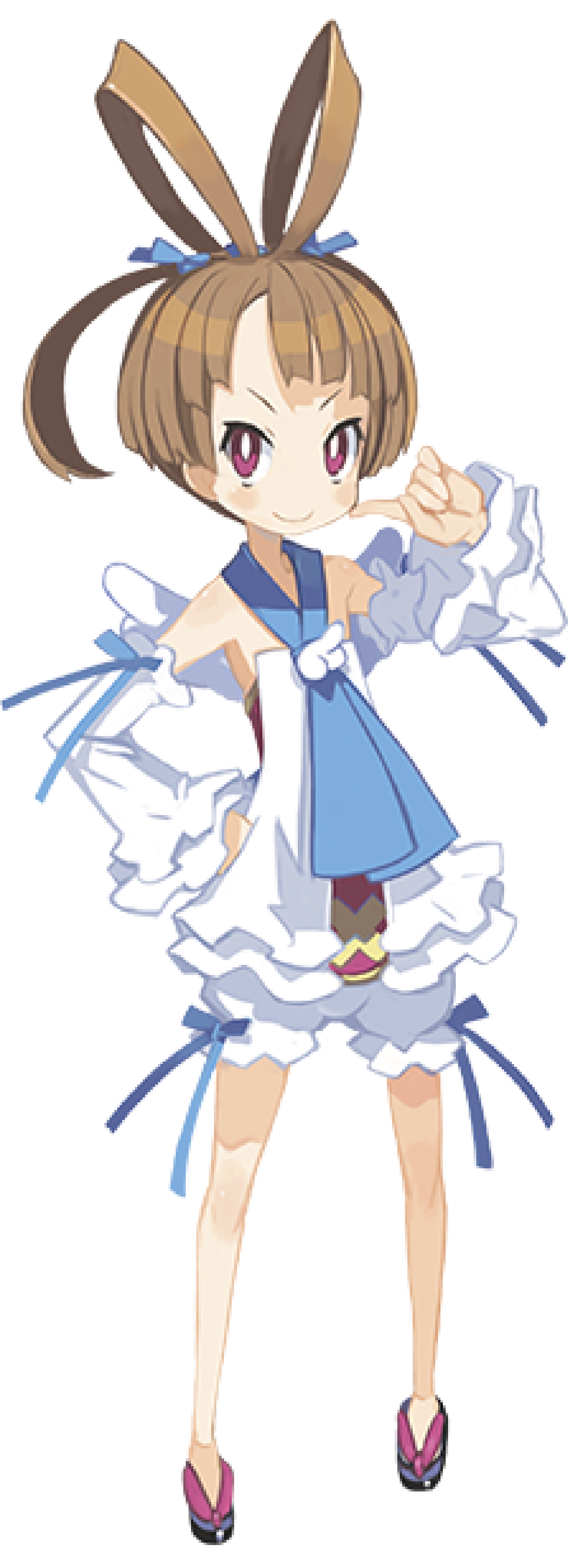
Where Laharl goes, so also goes Etna, his second-in-command and a Prinny’s worst nightmare. She’s there both as backup and as a constant implicit threat: the moment Laharl shows anything resembling weakness, she’ll be the first one to take advantage.

Flonne



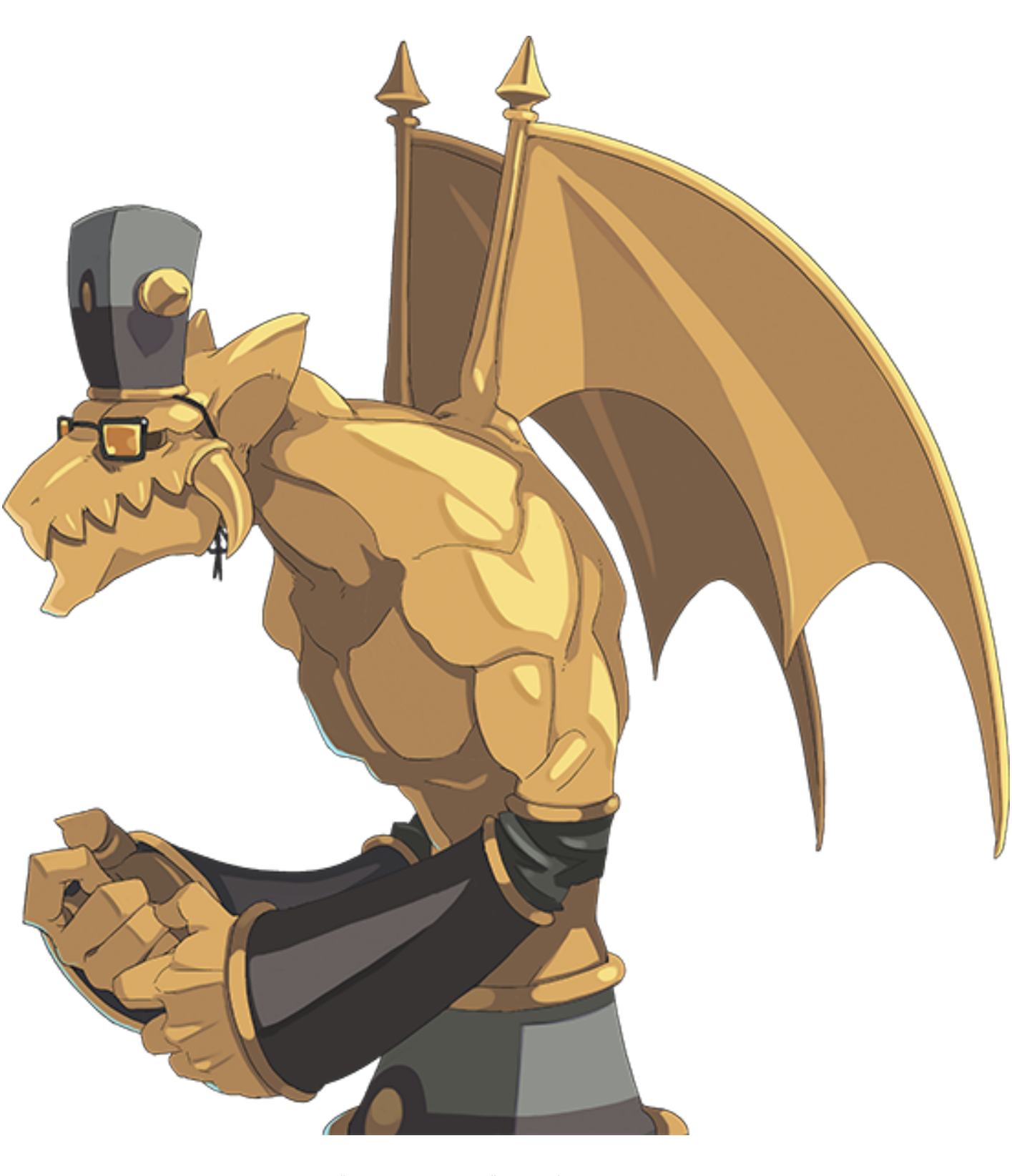
Since she became a Fallen Angel, Flonne has built a new life in the Netherworld as Laharl’s … well, she’d say “friend” and he’d say “vassal.” Either way, her hobbies include gardening, including flowers that should not be able to grow in the Netherworld’s cursed soil, and watching as much anime and tokusatsu as her poor eyes can stand. Her optimism and naïveté are still equal parts charming and insane.

Sicily



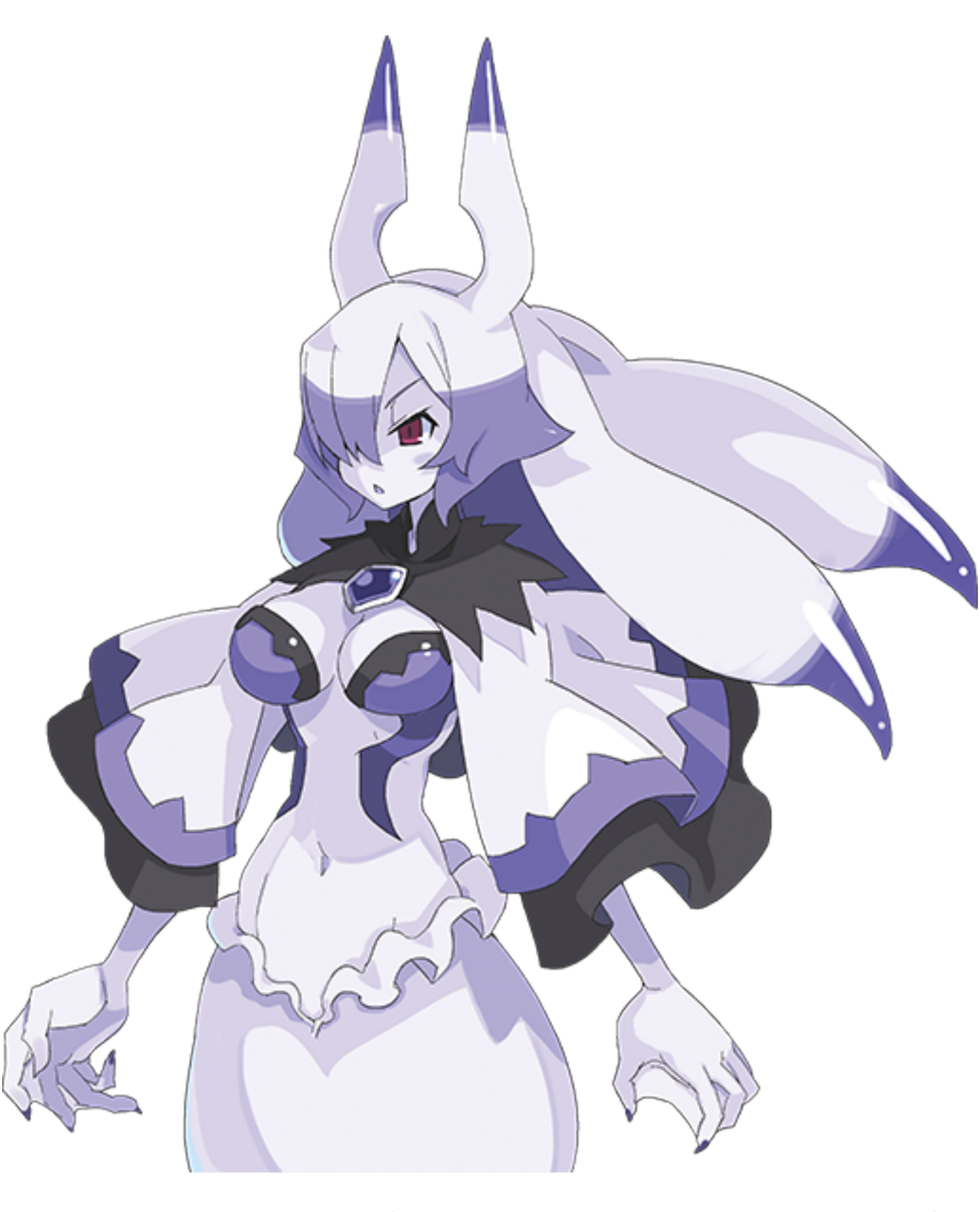
Are you a would-be usurper on a teenager’s budget? If so, take a tip from Sicily and mail yourself to the home of the person whose station in life you’d like to steal. (Just remember to leave air holes in the package.) She’s an angel who thinks she’s got a shot at the throne of the Netherworld, for reasons that would almost be legitimate if they made any sense whatsoever.

Grosso



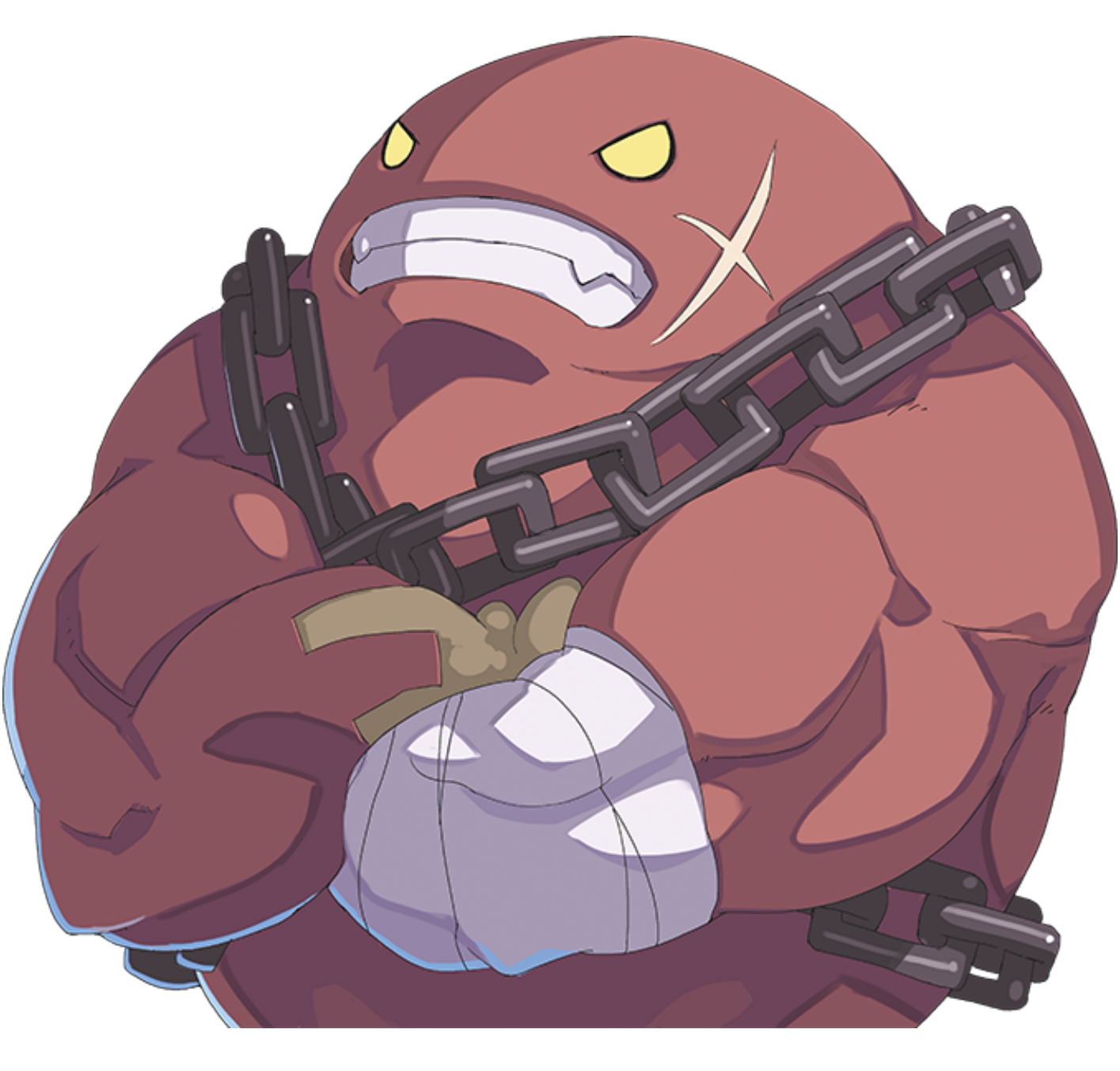
Never trust a guy who refers to himself as “the Noble Demon.” Grosso’s the leader of the Krichevskoy Group, which seeks to replace Laharl as Overlord out of what they claim is their respect for the memory of the late King. Grosso made his name back in the day as one of Krichevskoy’s advisors, and apparently ended up with a taste for being the power behind thrones. He’s actually a pretty reasonable guy if you ignore the fact that he wants to depose you.

Rainier



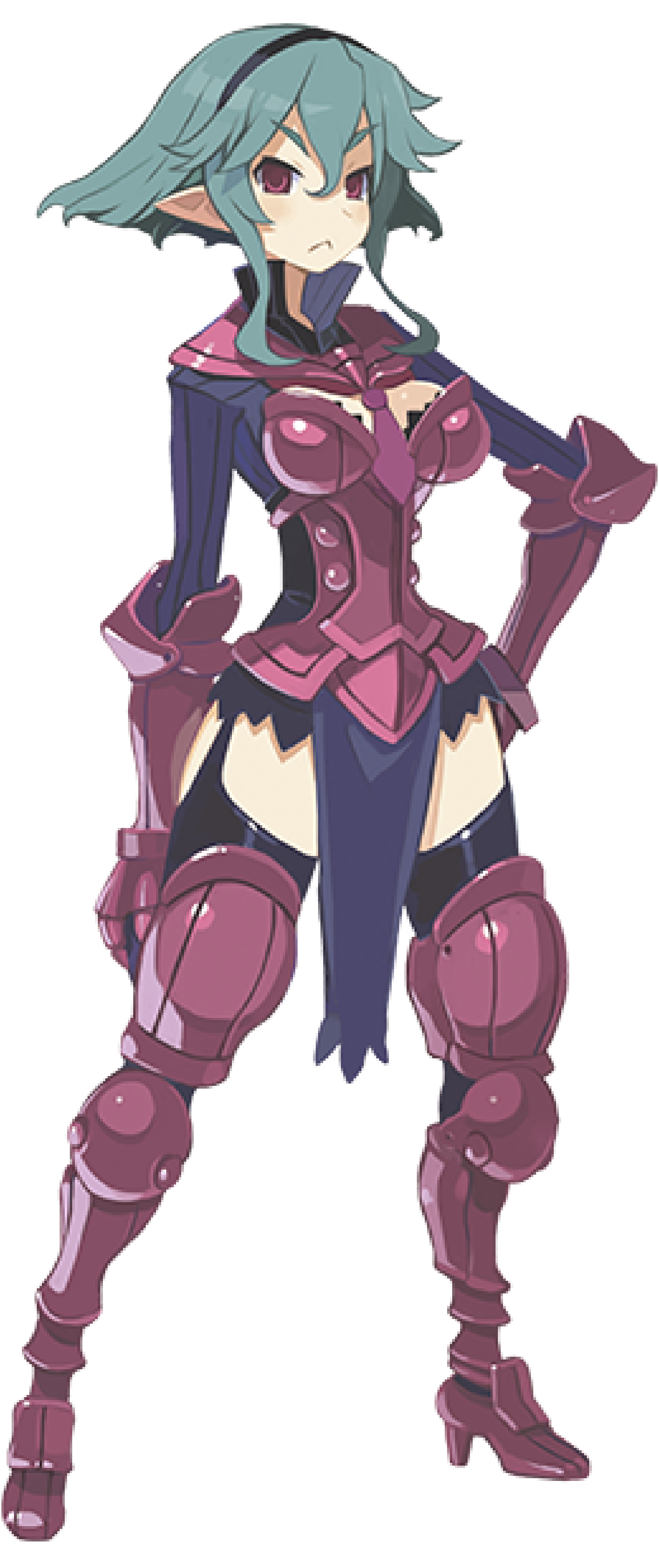
A famous treasure hunter and a member of Grosso’s regicidal attack squad, Rainier also has the distinction of being Laharl’s old babysitter. Her idea of how to quiet down a crying baby involves oxygen deprivation, which may explain a lot about Laharl. It’s been over a thousand years since then, but she might be the reason for Laharl’s current fear of … um, built women.

Garungun



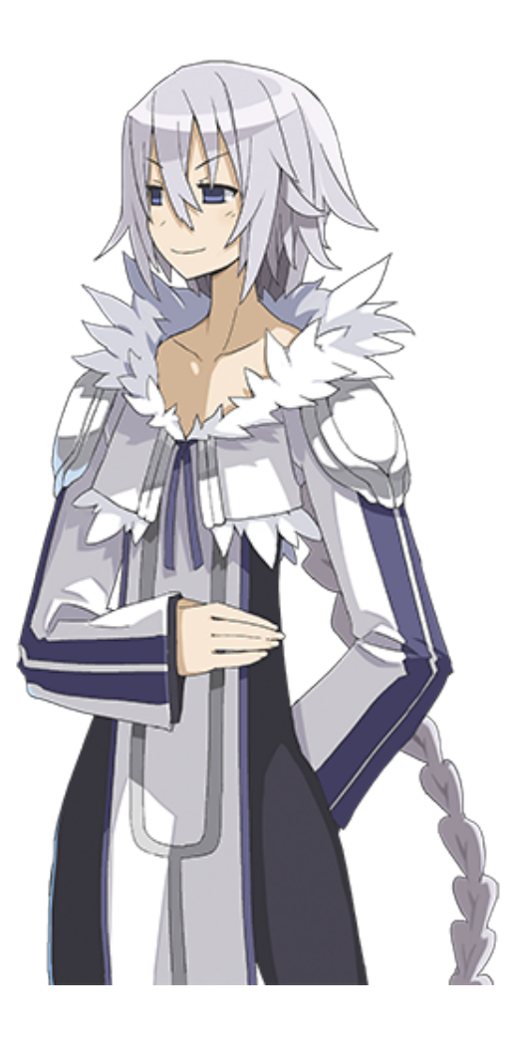
A golem and the third member of Team Grosso, Garungun would be a powerful combatant if he weren’t absolutely convinced that a great and terrible Majin demon is locked away inside his left arm. Every time he’s about to get into a fight, he’s sure that this time will be it: he’ll unleash the beast within and everyone—everyone—will pay. As it turns out: not so much.

Barbara



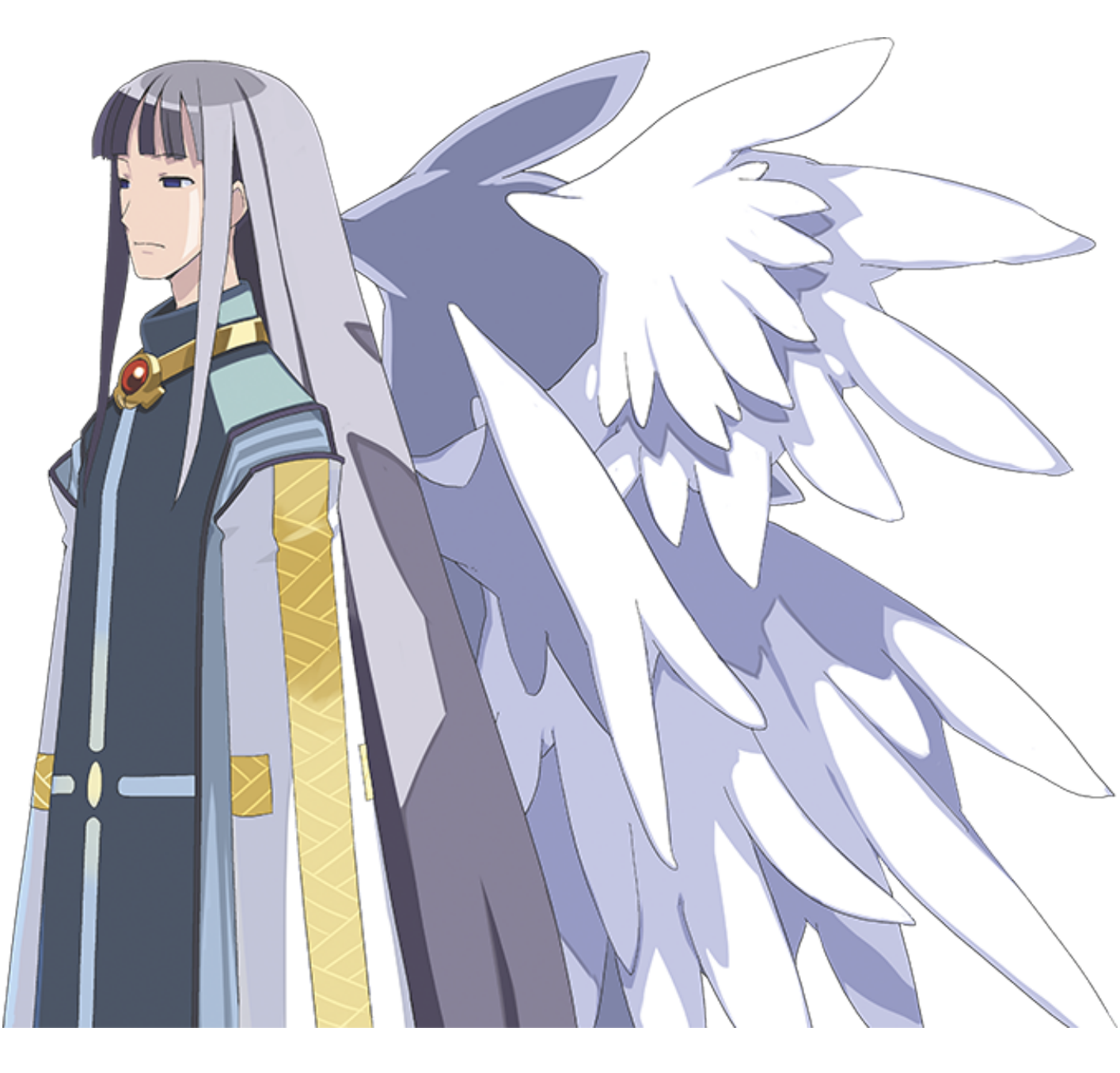
One of the most dangerous warriors in the Netherworld, Barbara has only one flaw: she can only follow orders and will do so to the letter. It’s not that she’s stupid or cursed or anything like that; it is simply her preference. Being on the bad side of one of those orders can be absolutely lethal, but her inability to take personal initiative may be her downfall.

Virunga



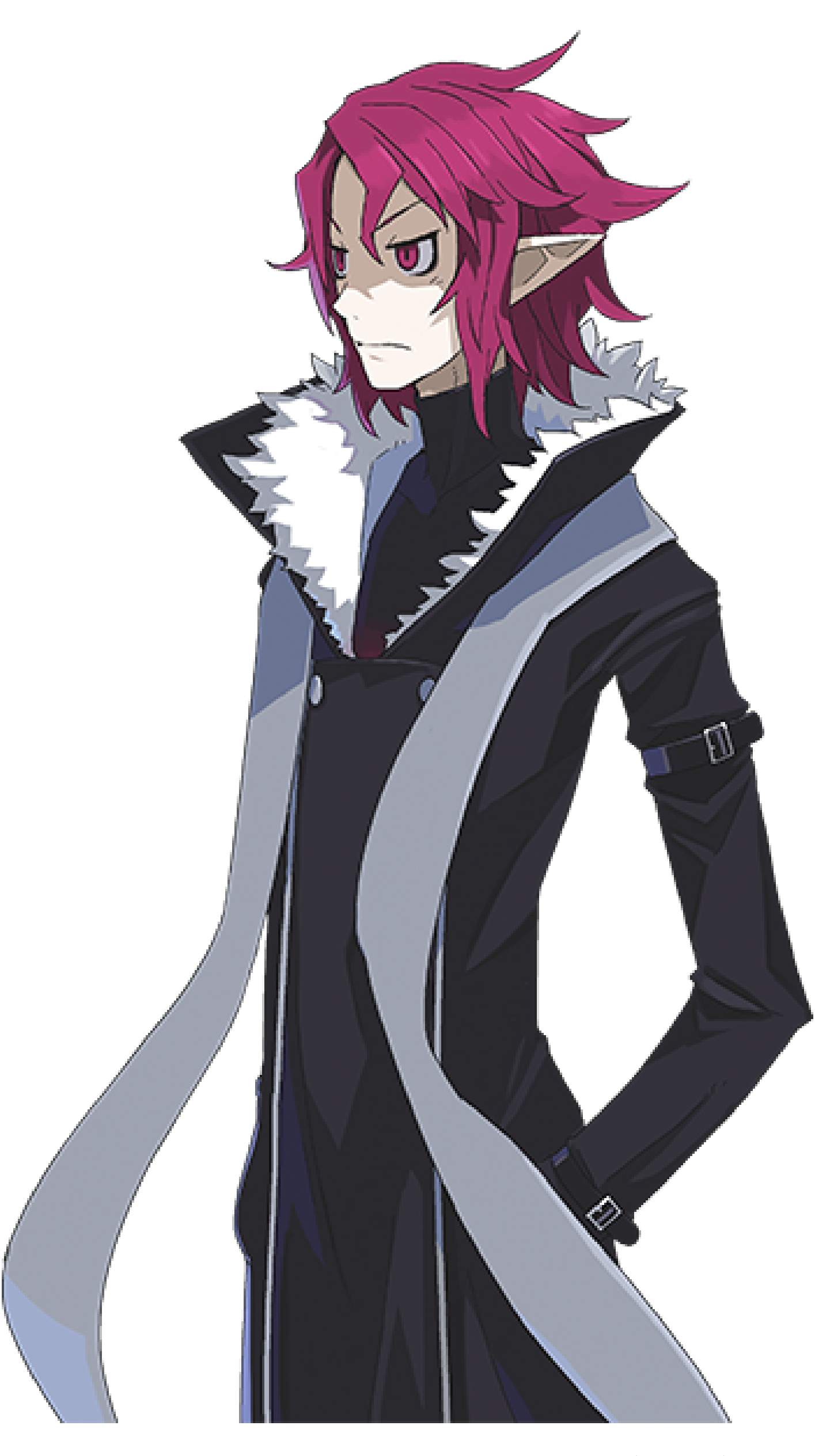
One of the commanders of the angel battalion dispatched to the Netherworld in search of their missing comrades and the new Archangel of Celestia, Varunga is as unhappy to be here as Laharl is unhappy to see him. He’s got his orders, and he intends to carry them out even if that puts him into direct conflict with the Overlord. Let’s see how that works out for him.

Seraph Lamington



You might remember Lamington as the guy who sent Flonne to assassinate King Krichevskoy in Disgaea: Hour of Darkness, despite the fact that by the time she showed up, Krichevskoy had already been dead for two years. He doesn’t have much of a role to play in the events of A Brighter Darkness, but as usual, he knows more about what’s going on than you do.

Xenolith

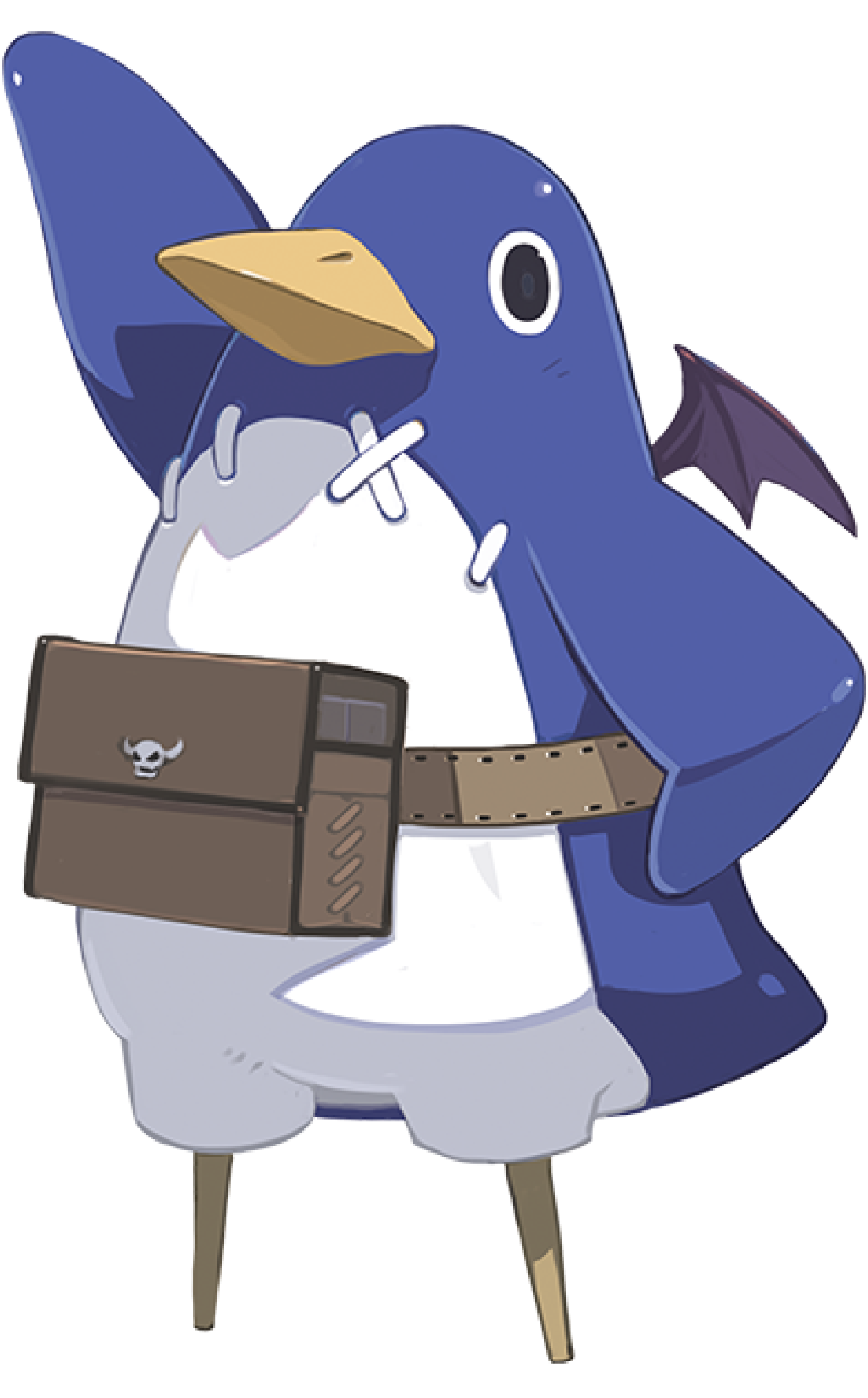


A mysterious demon swordsman in a long coat who, when asked, is evasive about his true agenda. I’m sure he isn’t up to anything. Don’t worry about it.

King Krichevskoy

He may be dead, but his presence is still felt all over the Netherworld. Krichevskoy was the gold standard as far as Overlords go: he was charismatic, intelligent, diplomatic, and powerful enough to break stars and freeze oceans. The only person who thinks Laharl’s got a shot in hell of living up to Krichevskoy’s legacy is Laharl himself.

Prinnies



When in doubt in the Netherworld, get the Prinnies to do it. They’re the hapless souls of dead sinners, and their lot in (after)life is to serve more powerful demons as soldiers, spies, mascots, disposable minions, and improvised grenades. Their hope is that they can earn enough money doing the Netherworld’s grunt work to pay off their karmic debt, but sadly for them, Laharl doesn’t pay them very much at all.

The Basics

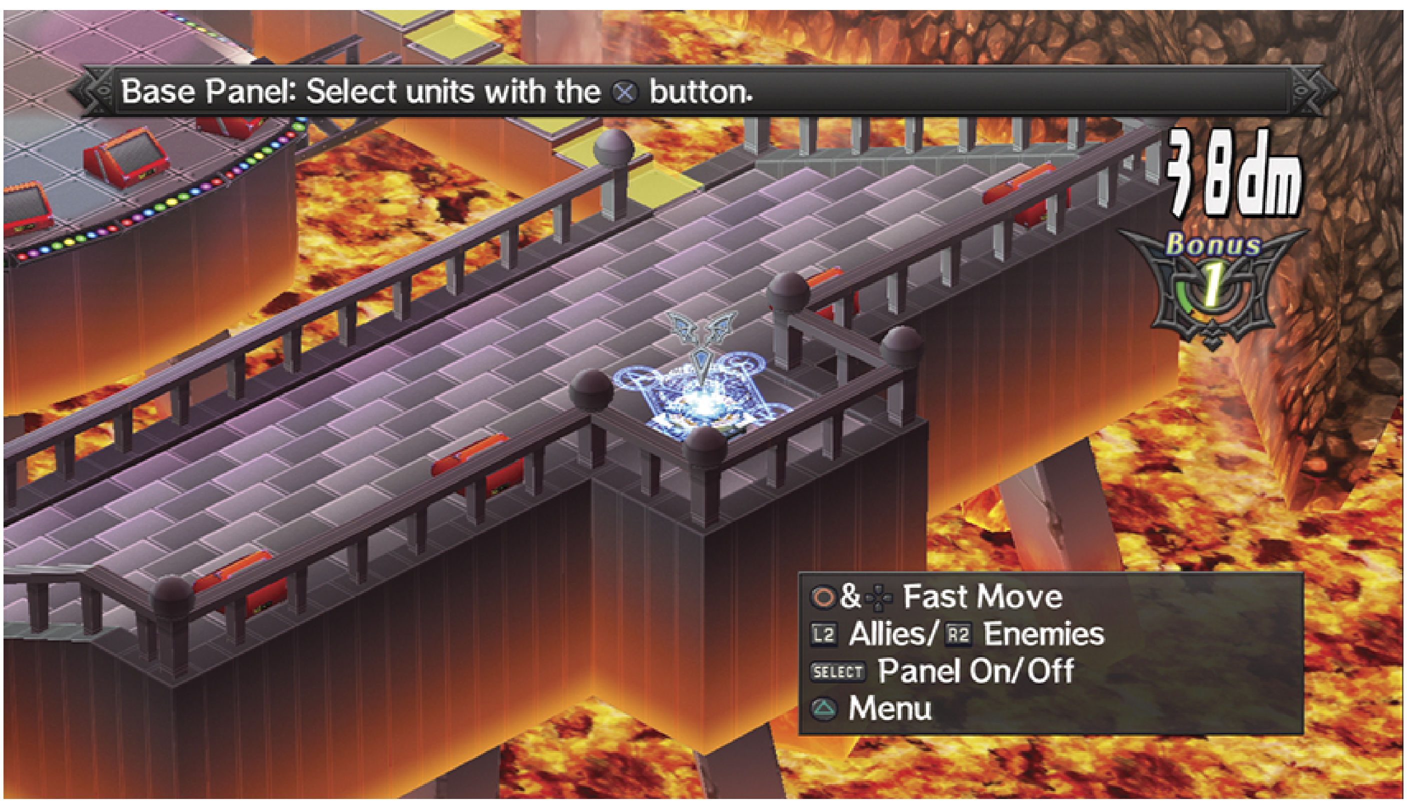
Good Morning, Demon Scum

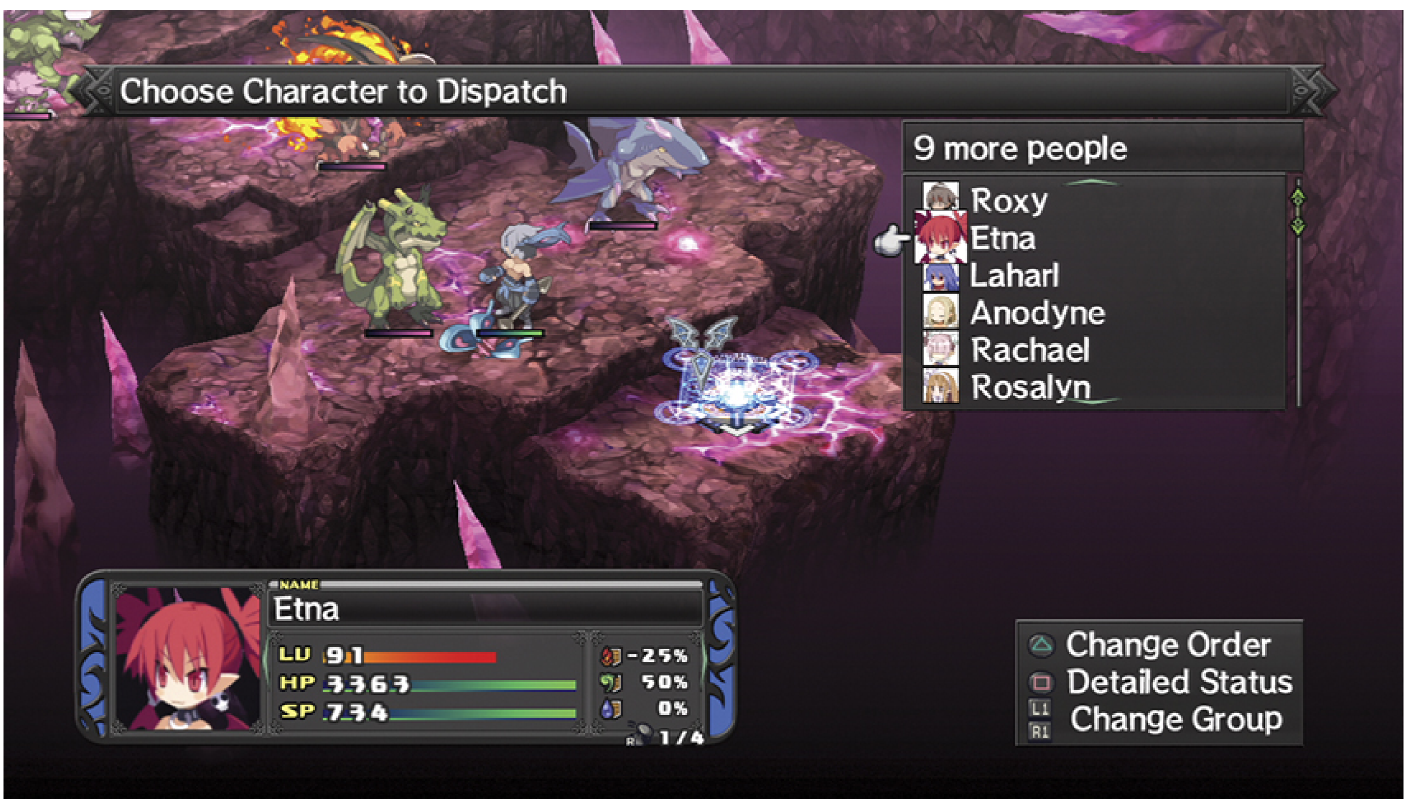
Welcome to the armies of Overlord Laharl, lunch meat. Your job from now on—your only job—is to show up when we call you and kill whoever we point you at. This may include other demons from the Netherworld, the angelic forces of Celestia, the fiercest monsters ever spat out by any of a dozen different dimensions, or giant demon warlords from the far side of reality. Whatever the opposition, we expect you to fight and probably die. More than once. Repeatedly, really. Sometimes just because we think it would be funny. (Mostly talking to you here, Prinnies.)

Most of Disgaea D2 takes place on the battlefield, where you'll need to deploy your units strategically and carefully if you intend to survive. This is not a game that's shy about handing out the tutorial tips, and you can find a lot of decent information just by reading the help menus, but there's a lot to keep straight. That's what this chapter's for.

Deployment

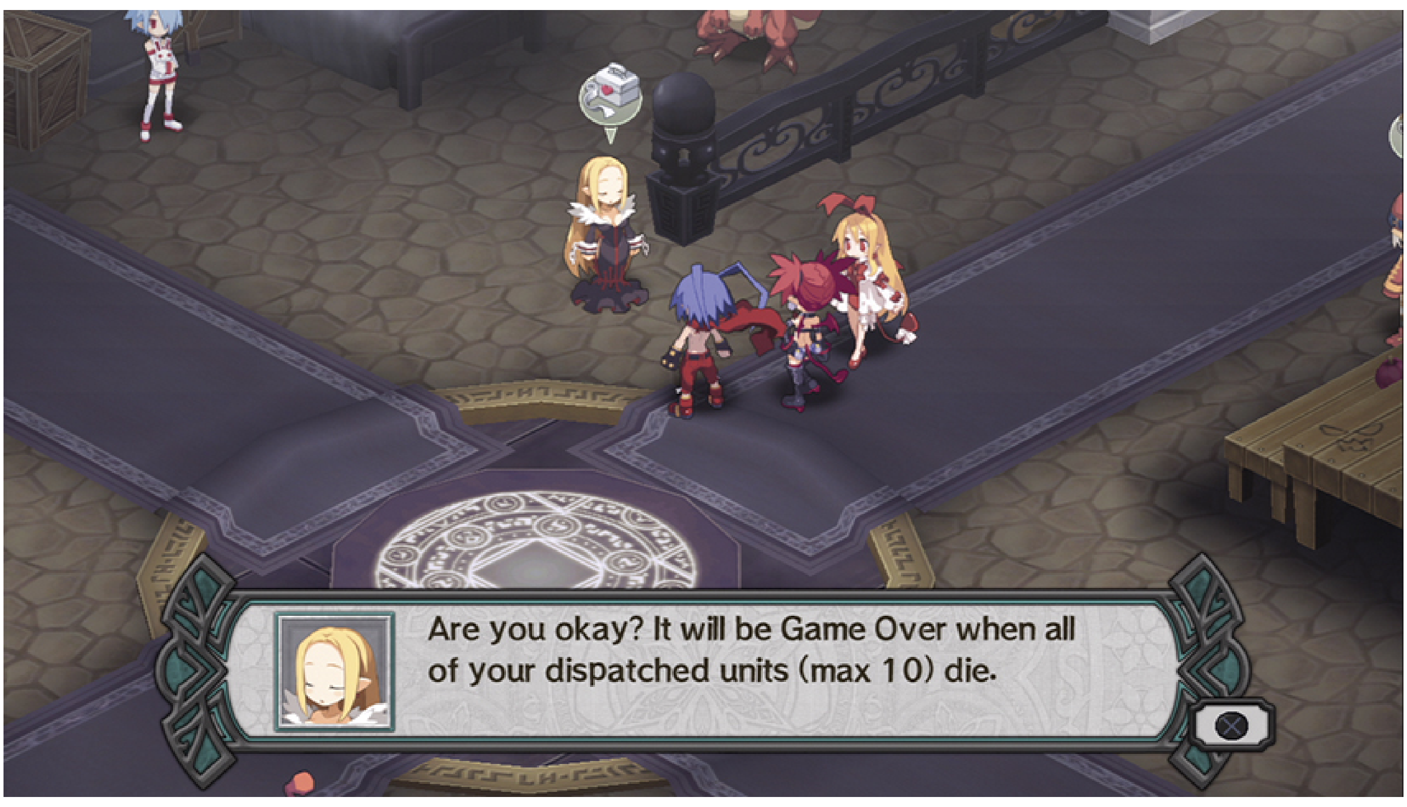
To win a battle, the first thing you have to do is show up.


Base Panel: Select units with the ⊗ button.
38dm
Bonus
1
○ & ✣ Fast Move
L2 Allies/ R2 Enemies
SELECT Panel On/Off
△ Menu


Choose Character to Dispatch
9 more people
Roxy
Etna
Laharl
Anodyne
Rachael
Rosalyn
NAME
Etna
LV 91
HP 3363
SP 734
-25%
50%
0%
1/4
△ Change Order
□ Detailed Status
L1 R1 Change Group

When you start a stage, none of your characters are initially in play. To bring out your forces, target your base panel and push the X button. From there, you can deploy up to ten units in any combination you like.

If one of your units is killed in action, you cannot replace them with another one from your bench. Suffering a fatality also reduces the hard cap on your active characters. If you lose a total of ten units in a single battle, it's game over. You'll be returned to Laharl's Castle, where the Netherworld Hospital will dutifully patch you up.

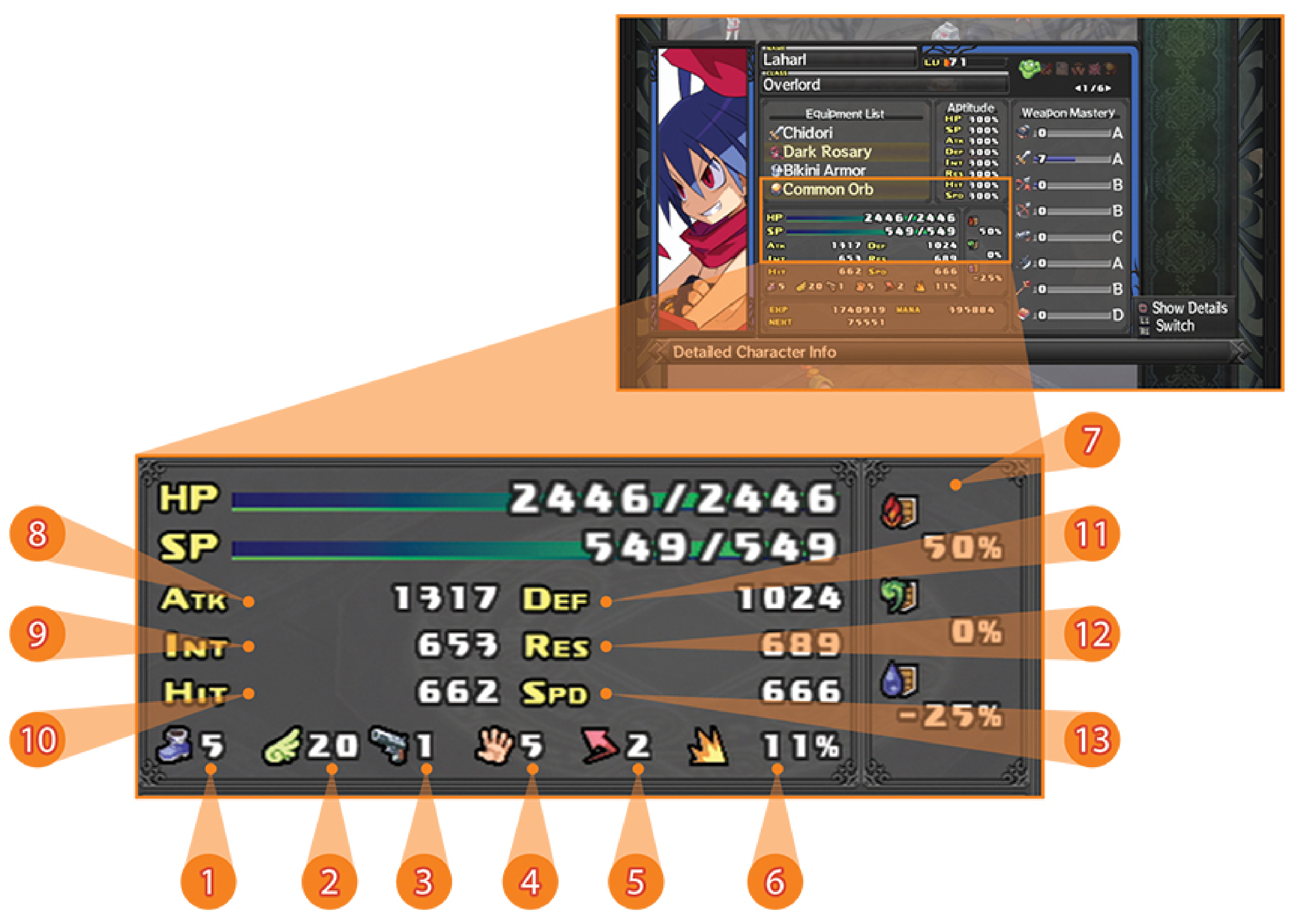

Are you okay? It will be Game Over when all of your dispatched units (max 10) die.

Should you decide to pull a character out of play for whatever reason, returning one of your units to the base panel removes it from the fight. You can immediately resummon it to finish out its action, or replace it with a fresh character from your roster. Enemies cannot move through your base panel, although if you throw one onto it, you have a chance of capturing them.

The Basics

Stat Overview

Fun with Numbers



Like its predecessors, Disgaea D2 requires a certain amount of recreational arithmetic. One thing the game doesn't do is tell you exactly what every stat does, so before we start getting into the finer details, let's break down your status screen for you.

HP (Health Points) and SP (Special Points) are self-explanatory. The one determines whether or not the unit is dead; the other is spent to fuel your Special Skills. No HP, no unit; no SP, no Skills.

① Movement: This determines the unit's ability to move across the map in a single turn. The number represents the number of panels that the unit can move in a straight line from its starting position.

② Jump: This is the unit's jumping ability, which determines whether or not it can get over certain obstacles in its path, such as fences, rocks, boxes, or cliffs.

③ Range: This is the unit's basic attack range, listed in panels. As a rule, this is determined by the weapon a humanoid unit has equipped or by a monster unit's species. Range has a hard cap of 9.

④ Throw: This is the distance in panels that the character can throw a Lifted item.

⑤ Counter: This is the number of Counterattacks the unit can use in a single turn.

⑥ Critical: This is the chance, listed as a percentage, that the unit inflicts a critical hit upon its targets with its attacks. Critical hits do additional damage.

⑦ Elements: These three percentages reflect the unit's elemental affinities. This determines the unit's ability with elemental magic and vulnerability to elemental attacks. From top to bottom, the icons represent Fire, Wind, and Water/Ice. A positive percentage represents a damage reduction, while a negative percentage represents a damage bonus. For example, a character with a 50% value for Wind takes 50% damage from attacks that utilize that element. A different character with a –50% value would take 150% damage.

⑧ ATK: This stat represents the unit's ability to inflict physical damage. Many melee weapons derive their damage either wholly or partially from this stat.

⑨ INT: This stat represents the unit's ability with magic. The higher the unit's INT, the more damage it inflicts with attack spells. The basic attack from Staves functions off its wielder's INT score. Books use the average of their wielder's ATK and INT.

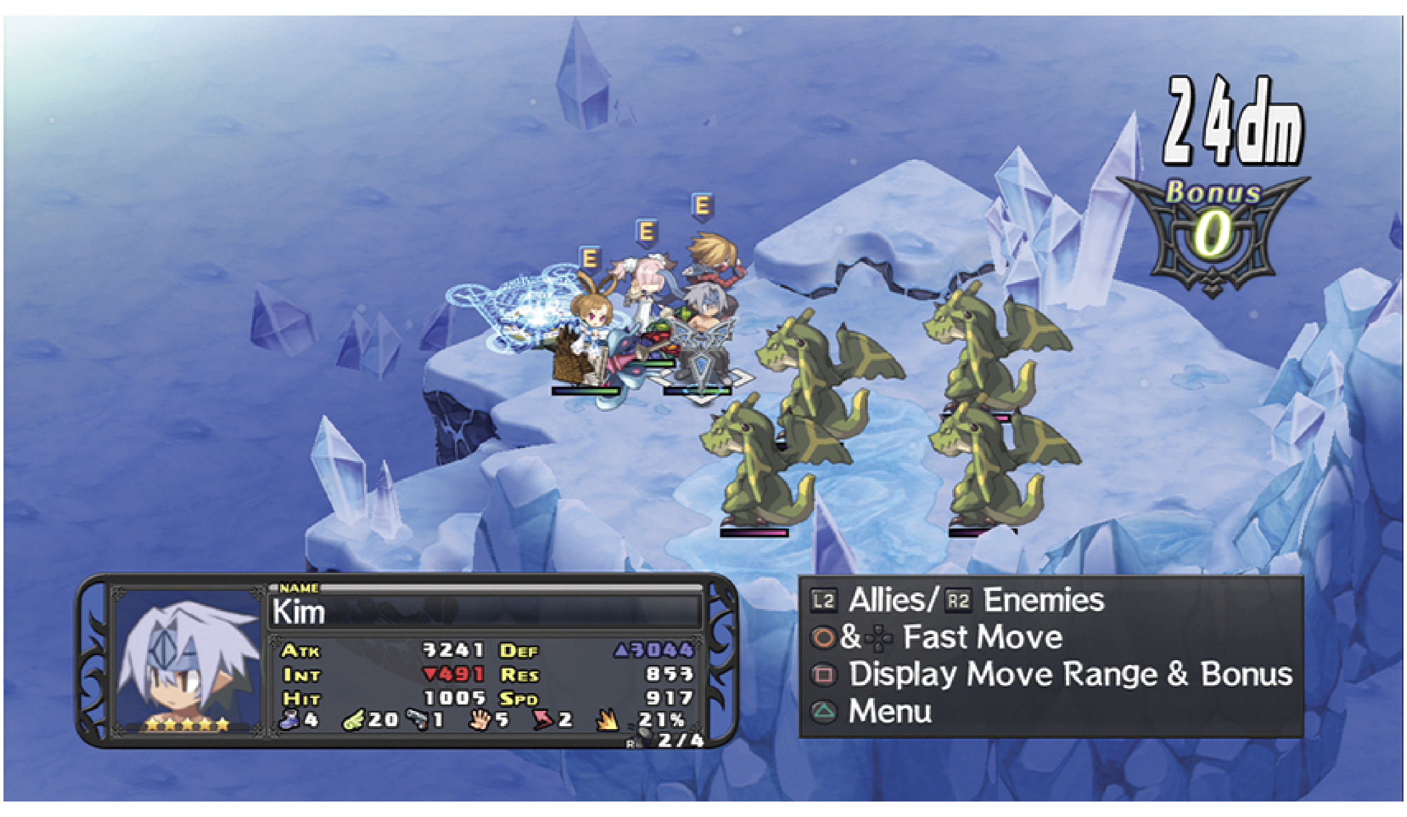
⑩ HIT: This stat represents the unit's accuracy. The higher it is, the less chance that the unit will miss an opponent. This is important due to several factors that can influence accuracy, such as higher ground or facing. HIT also affects the damage potential of the unit's attacks with Guns or Bows, as well as the chance of successfully stealing items from an enemy unit.

⑪ DEF: The unit's damage resistance vs. physical attacks. The higher the unit's DEF, the less HP is lost when it's struck with anything that runs off of ATK.

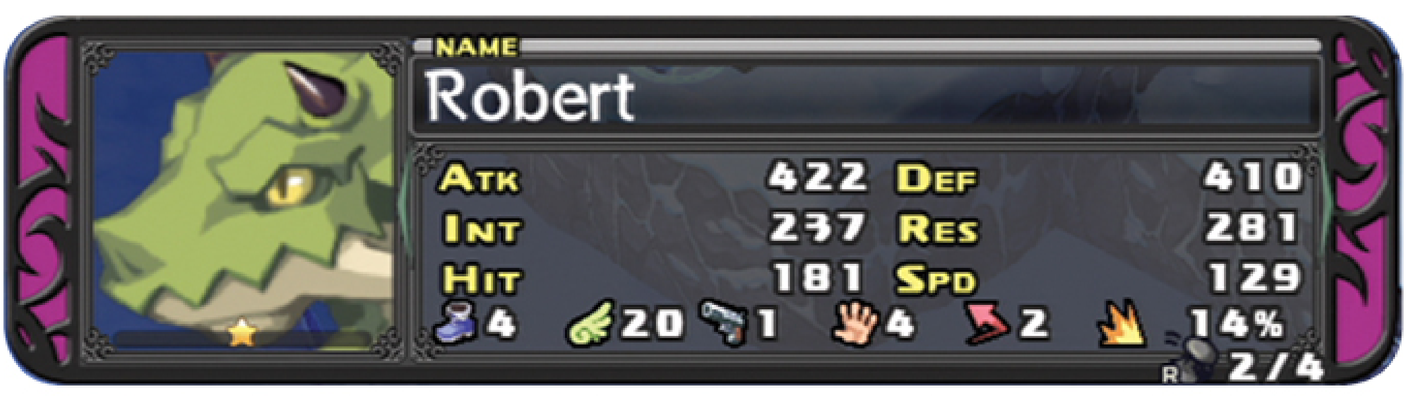
⑫ RES: The unit's damage resistance vs. magical attacks. The higher the unit's RES, the less HP is lost when it's struck with anything that runs off of INT. RES also affects the Heal family of spells, so a caster with a high RES will restore more HP when the spells are cast.

⑬ SPD: A unit's SPD determines its chance to evade enemy attacks. It also affects the unit's damage potential if it's wielding Guns or Fists.

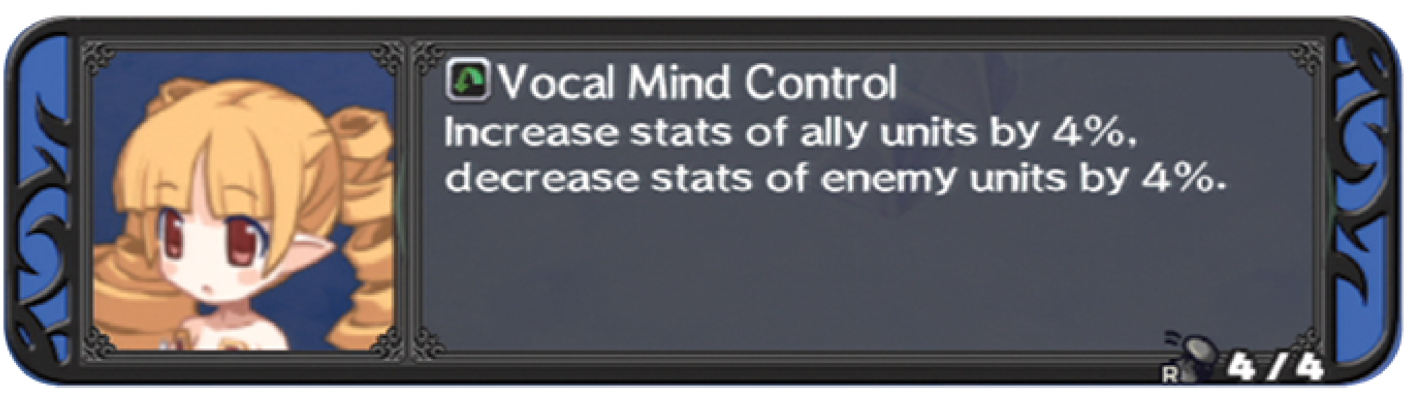
Stat Multipliers



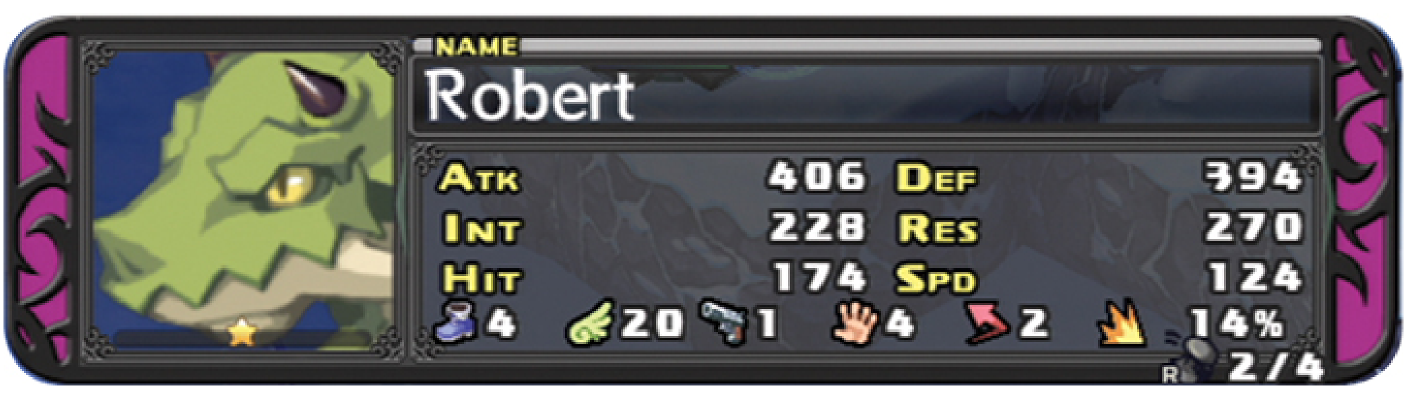
There are many effects that can temporarily raise a character's stats in Disgaea D2, such as Geo Effects, support spells, and Evilities. Skills that apply a short-duration multiplier to your stats, such as Shield, Braveheart, Mind Break, or Enfeeble, will cause the new effective value of the stat to appear on your character's Status screen in blue (if positive) or red (if negative).



NAME
Robert
ATK 422 DEF 410
INT 237 RES 281
HIT 181 SPD 129
4 20 1 4 2 14%
2/4

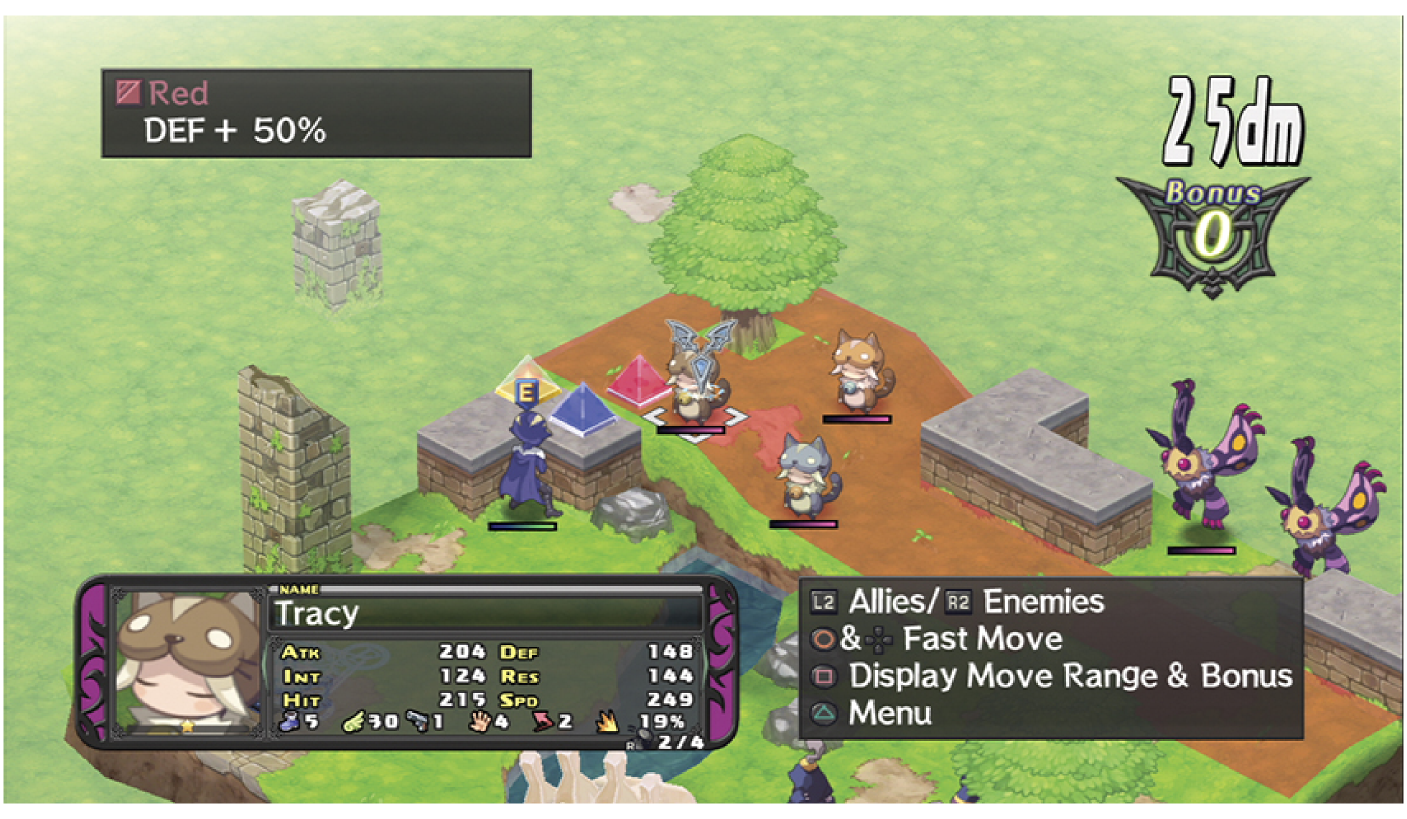


Vocal Mind Control
Increase stats of ally units by 4%.
decrease stats of enemy units by 4%.
4/4



NAME
Robert
ATK 406 DEF 394
INT 228 RES 270
HIT 174 SPD 124
4 20 1 4 2 14%
2/4

Some Evilities are more subtle, as they simply cause the stat to be multiplied and have no other effect to advertise their presence. For example, Lanzarote has an Evility that reduces all enemy units' stats by 4% as long as she's on the field. When she arrives, the game doesn't visibly apply that modifier; it's simply put into effect without discussion. This is often the case with Geo Effects and Evilities that directly influence your units' elemental resistances.

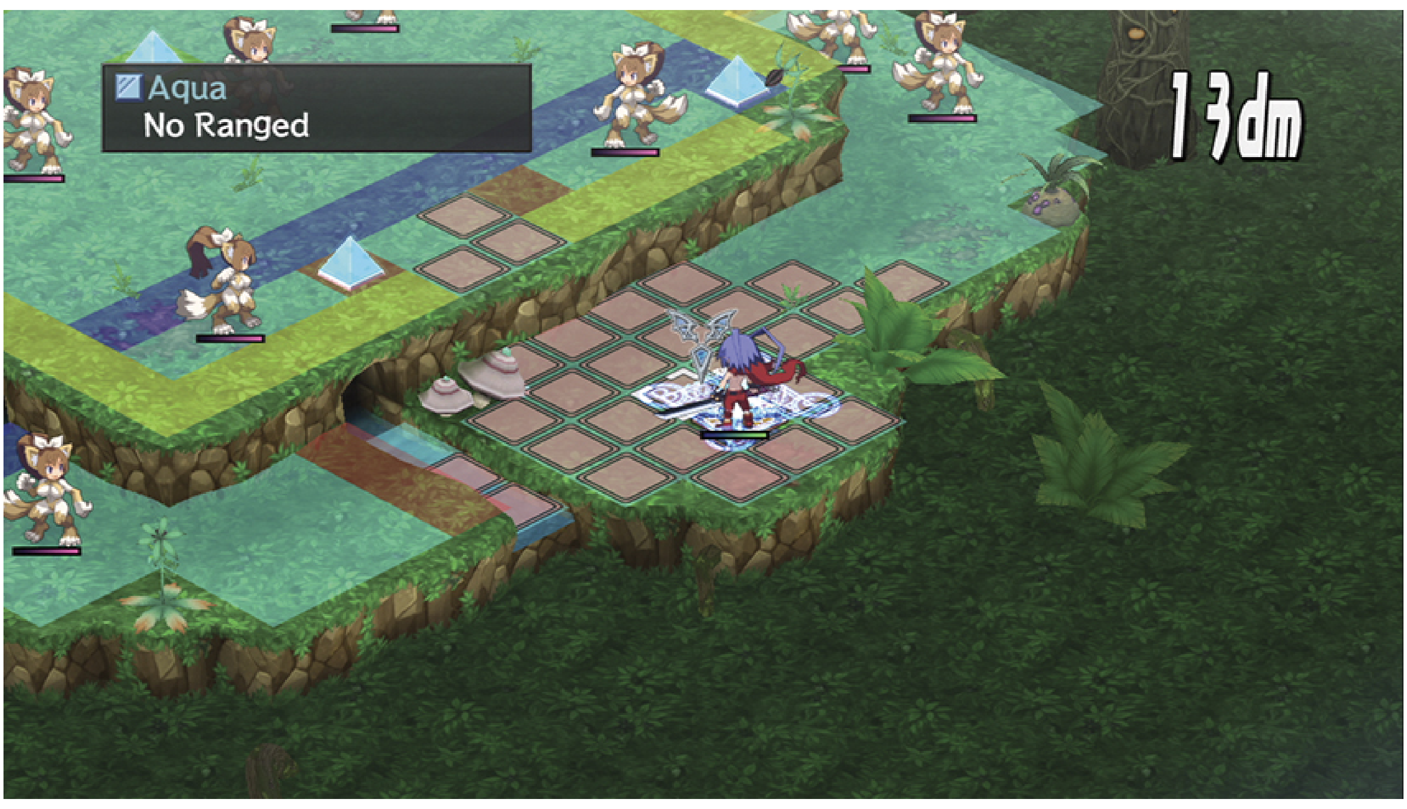


Finally, Geo Effects and other Evilities don't even do that much. If one of your units is standing on a Geo Panel that provides an Effect that causes a stat multiplier, the multiplier is invisible. It's still there, but you won't see it reflected in a unit's Status screen. If you run into a unit which is weak on paper that's nonetheless wreaking havoc, check to see if it's benefiting from a Geo Effect or one of its allies' Evilities. This is often the case with units like Angels, who hit a great deal harder than their stats would seem to allow because Angels A) have a number of complimentary Evilities that are often working in their favor and B) are jerks.

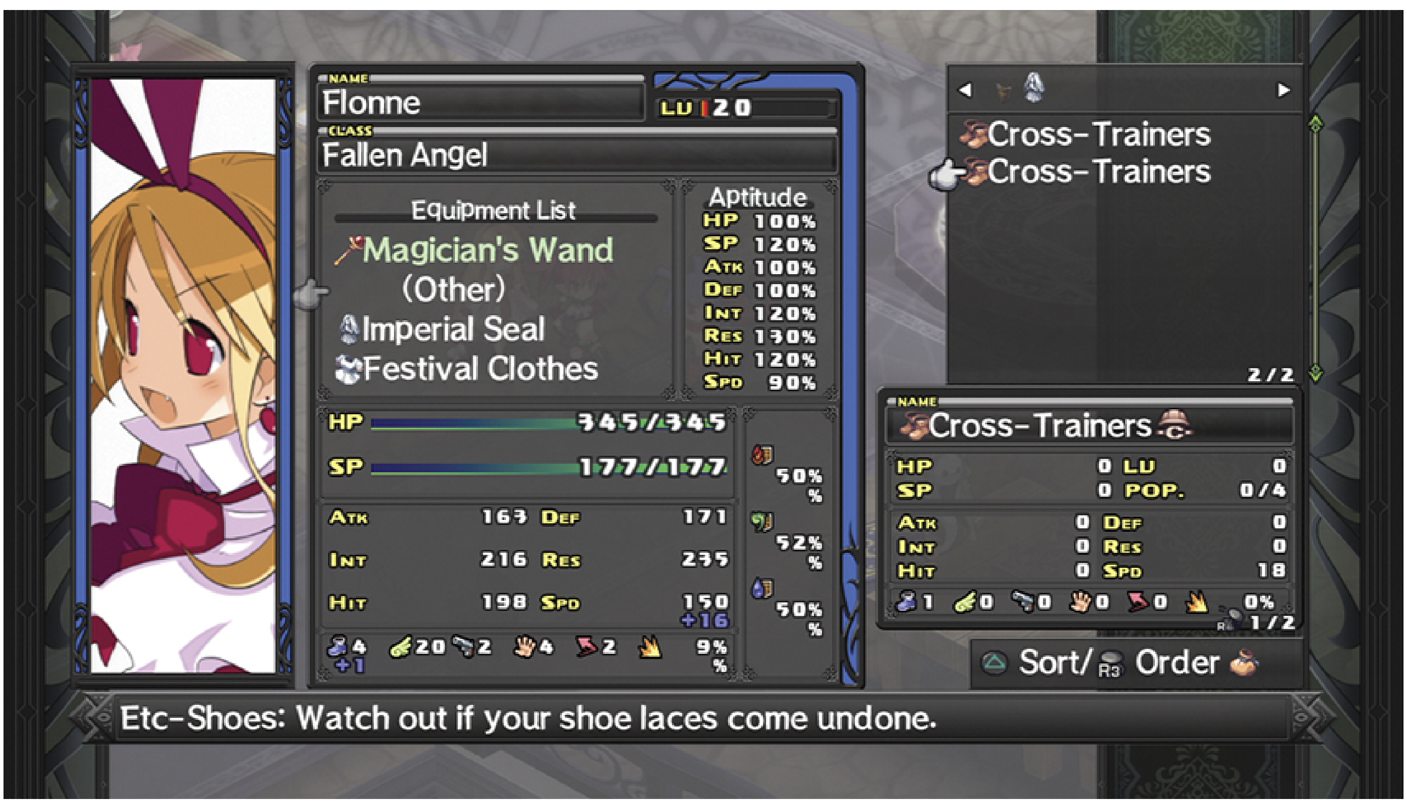
For most of the game, the hard caps for HP, SP, ATK, INT, HIT, DEF, RES, and SPD are set at 99,999,999; for HP and SP, you can go as high as 999,999,999. Any modifiers that would cause a stat to go over that limit are simply wasted.

The Basics

Movement



Once you've got a unit on the field, you need to put it where it'll do the most good. A character's base movement rate is determined by its job and is represented on the character screen by the 👟 icon.



NAME Flonne LV 20
CLASS Fallen Angel

Equipment List
Magician's Wand
(Other)
Imperial Seal
Festival Clothes

Aptitude
HP 100%
SP 120%
ATK 100%
DEF 100%
INT 120%
RES 130%
HIT 120%
SPD 90%

HP 345/345
SP 177/177
ATK 163 DEF 171
INT 216 RES 235
HIT 198 SPD 150 +16
4 +1 20 2 4 2 9%
50% 52% 50%

Cross-Trainers
Cross-Trainers
2/2

NAME Cross-Trainers
HP 0 LV 0
SP 0 POP. 0/4
ATK 0 DEF 0
INT 0 RES 0
HIT 0 SPD 18
1 0 0 0 0 0%
1/2

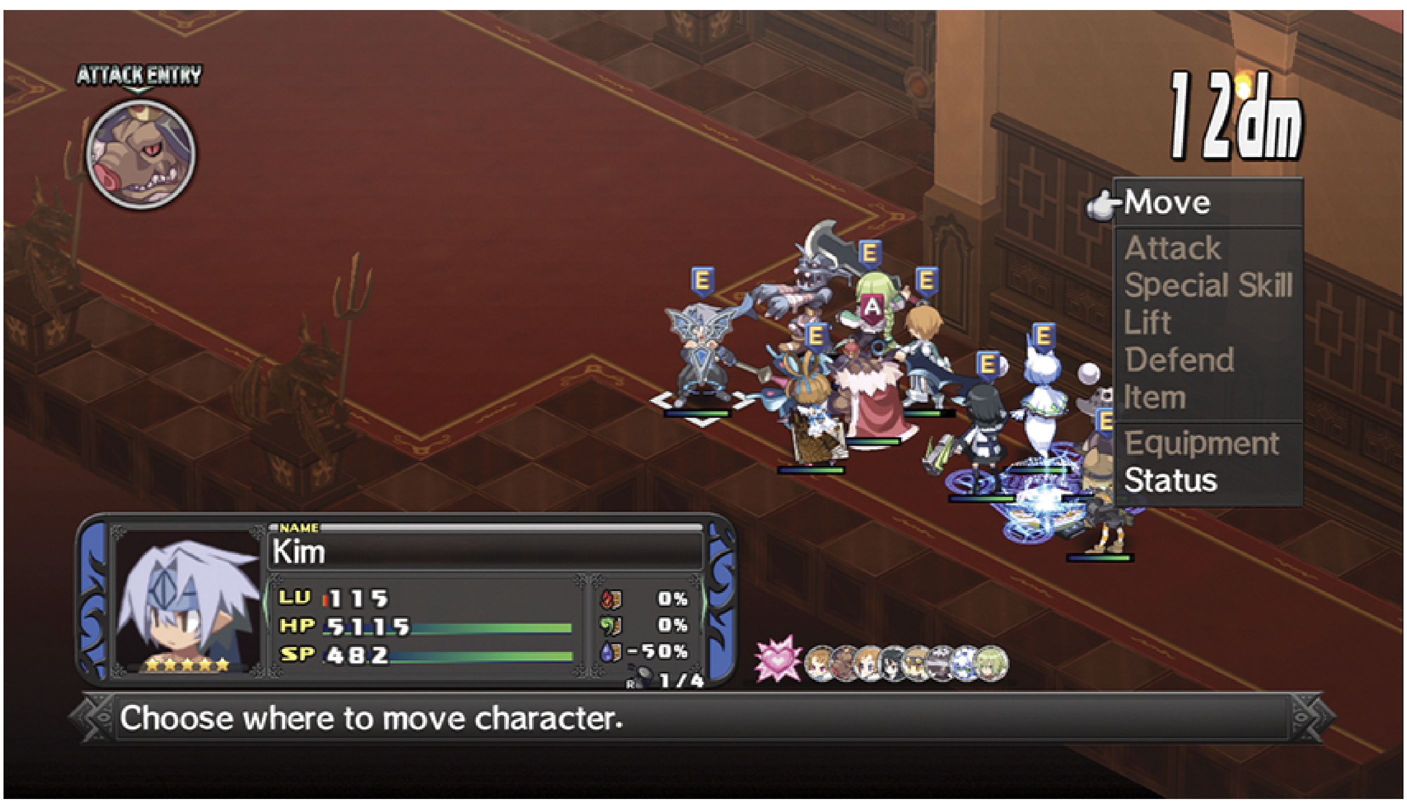
Etc-Shoes: Watch out if your shoe laces come undone.

You can improve a character's base movement by equipping accessories (usually Shoes, but a few other items will also do the trick) or temporarily with the Move! spell. On a more permanent basis, you can spend Mana to pass a bill on the Dark Assembly on the character's behalf, which improves the character's Movement stat by one per bill passed. This bill only appears on the Dark Assembly menu if your currently selected candidate in the Assembly has 5,000 Mana or more.

ATTACK ENTRY
Espoir

As a general rule, a single character's turn in Disgaea D2 is split into moving and taking an action. The latter includes attacking, using a skill, throwing an item or another character, or using an item; it does not include participating in a Combo or Team-Up Attack, having a friendly spell cast on it, changing out equipment, or taking damage from certain passive effects (i.e. Geo Panels). You have to take a deliberate action for it to count as a unit's action for the turn.

If a character has moved, but has not yet taken an action, you can cancel the movement with the Circle button and return the character to its starting position to try again. This option is removed if, in the time since you've moved the character, something's come to occupy their starting point, such as another character being moved to that position or an enemy being punted into it by one of your other units' attacks. If any of those are the case, the character is stuck where it is for the rest of that turn.



NAME Kim
LV 115
HP 5115
SP 482
0% 0% -50%
1/4

Choose where to move character.

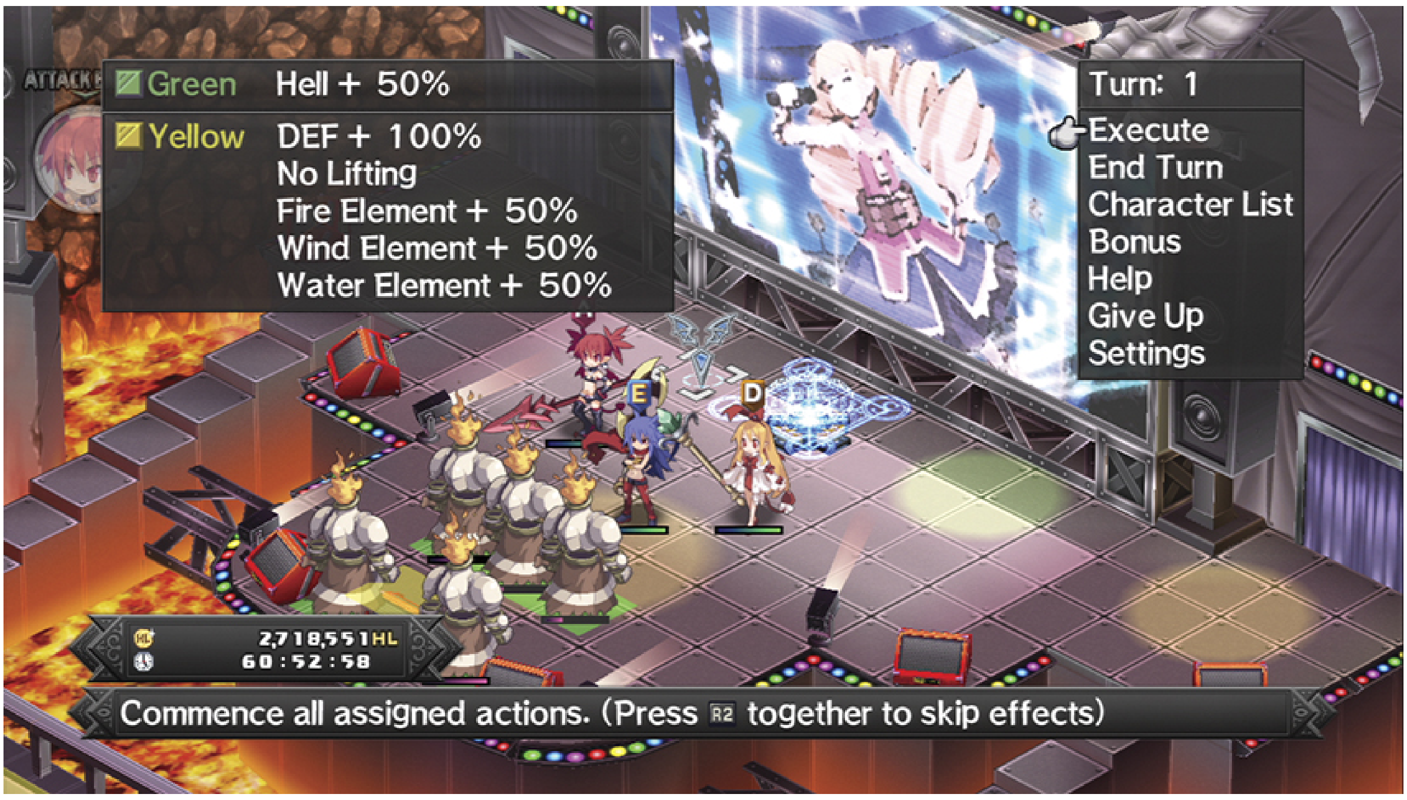
It's useful to remember that you can move and take an action in the same turn, or vice versa. You can run up and attack an enemy, or attack an enemy and then run away. Moving is an all-or-nothing deal, though; you can't move a short distance, attack, and then move again.

The Basics

Turns and Execution

When you choose an action for one of your units, it doesn't happen immediately. Instead, it's placed into a queue with any other recent actions you've chosen. For your characters to actually carry out your orders, you must pick Execute from the combat menu.

Upon doing so, your characters will conduct their chosen actions in the order in which you arranged them. In the event that an action is no longer possible, such as an enemy dying before a unit's turn to attack comes up, that cancels out the unit's action and you're free to choose another one for it.



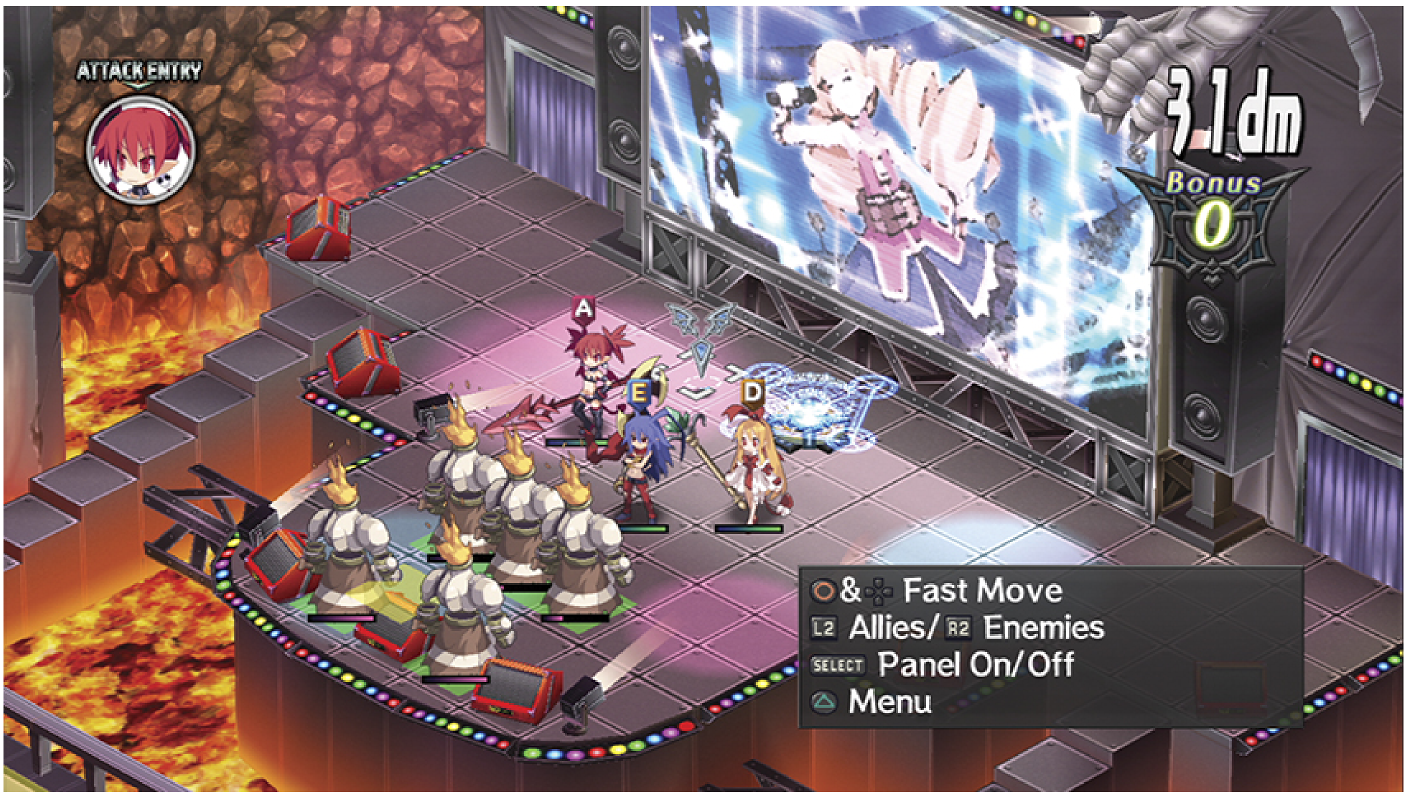
Green Hell + 50%
Yellow DEF + 100%
No Lifting
Fire Element + 50%
Wind Element + 50%
Water Element + 50%

Commence all assigned actions. (Press R2 together to skip effects)

ATTACK E
Turn: 1
Execute
End Turn
Character List
Bonus
Help
Give Up
Settings
E
D
2,718,551 HL
60 : 52 : 58

Your turn does not end until you pick End Turn from the menu. At this point, any actions left in the queue will be carried out and the Enemy Turn will begin.

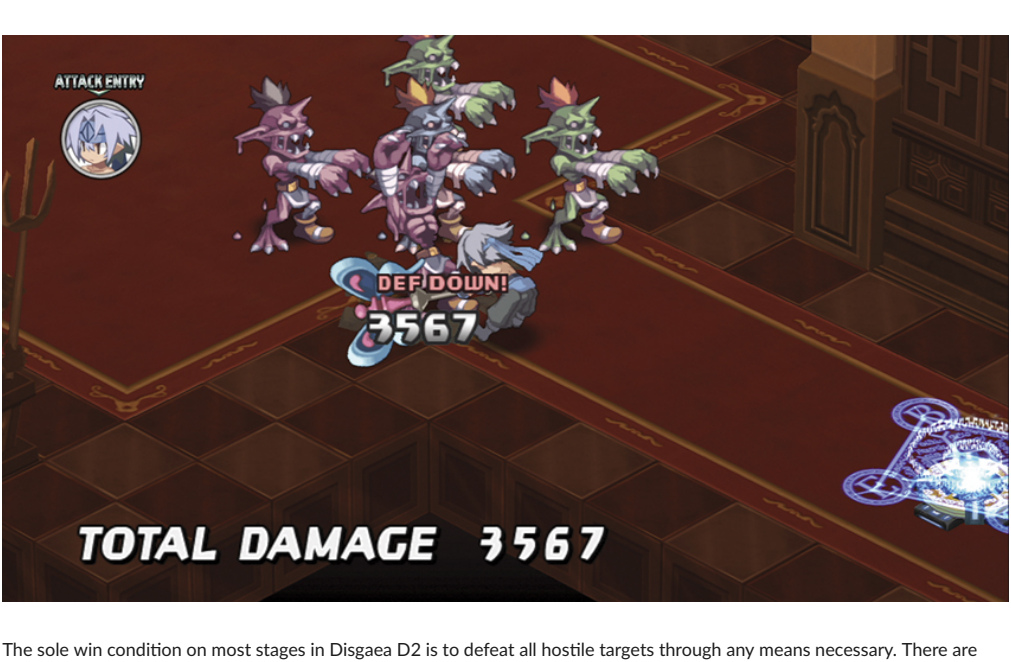
The one type of action that always takes place immediately upon your choosing it is if one of your characters uses an item, such as Fairy Dust or Chocolate. The effects of the item are immediately felt by its target and the character's action is over for the turn.



ATTACK ENTRY
3.1dm
Bonus
0
A
E
D
○ & ✥ Fast Move
L2 Allies/ R2 Enemies
SELECT Panel On/Off
△ Menu

A character that has already acted in a turn has an E icon above its head. A character that's Defending has a D above its head, and one that has an action queued but has not yet acted has an A.

Attacking



The sole win condition on most stages in Disgaea D2 is to defeat all hostile targets through any means necessary. There are occasional other complications, but nine times out of ten, you achieve victory in this game through the direct application of violence.

The most basic method of doing so is with a standard attack. Choosing the Attack command from your menu queues up an action where the active character pummels its target with whatever it has equipped, or failing that, with its bare hands.

The Attack command has a number of additional complications and possible consequences, as listed. What all this means is that you're usually going to want to queue up a number of actions in a row and fire them off all at once, rather than choosing Execute after each individual command. Even a single standard attack can trip off a series of consequential actions and reactions that change the face of the battle, whether it's because you just killed a bunch of enemies you weren't expecting to or because one of your front-line fighters just got Counterattacked to death. (Depressingly, it's often the latter.)

Priorities

In a single combat turn, attacks always resolve in a specific order.

1. Standard Attack/Team-Up Attack (in the order in which they were added to the queue)

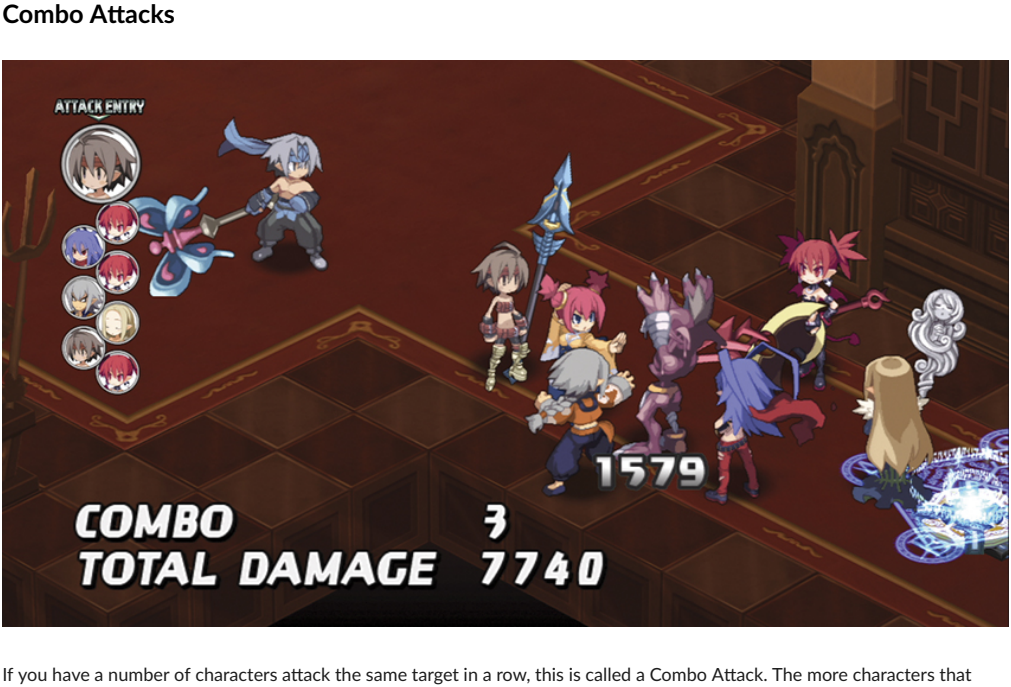
2. Cover Attack

3. Counterattack

4. Counter-Counterattack

5. Counter-Counter-Counterattack (etc.)

Combo Attacks



If you have a number of characters attack the same target in a row, this is called a Combo Attack. The more characters that contribute to it, the more powerful the Combo gets. For most of the game, this will be your primary method of dealing with any particularly tough opponent, such as bosses or the tougher monsters. Any offensive action can contribute to a Combo Attack, including Special Skills and spells. Every hit in a Combo Attack adds a stacking multiplicative damage modifier to its damage.

Since characters carry out their actions in the order in which you placed them in the queue, a Combo Attack only takes place if two hits in it are scheduled consecutively. If you take a quick time out between two attacks so somebody else can toss out a Heal spell or something, it'll break the Combo.

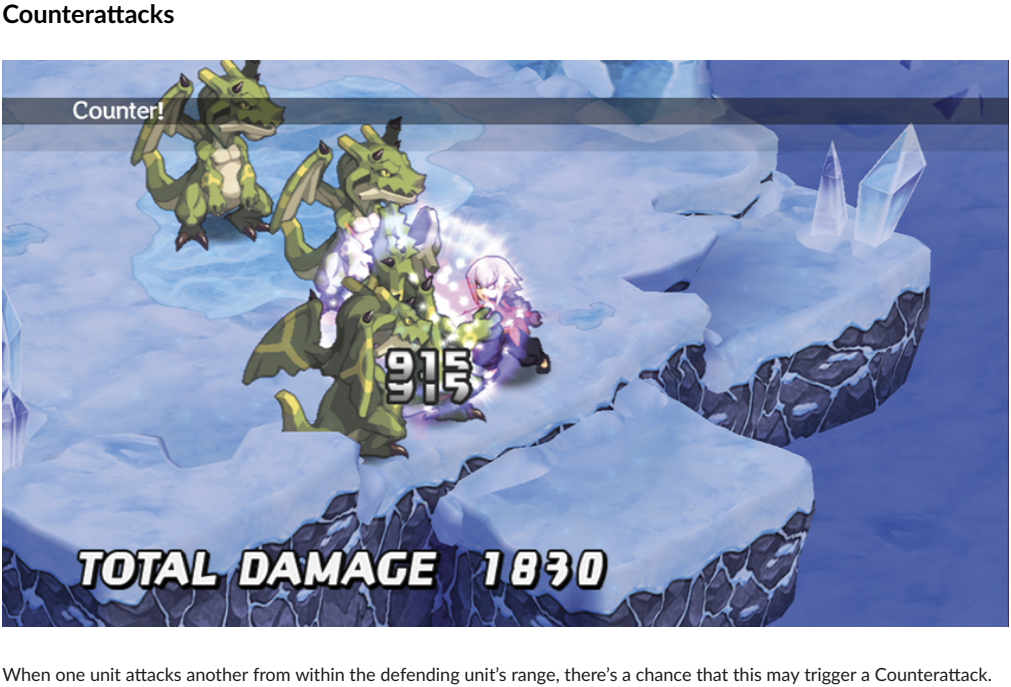
Late in the game, there are several bosses that are designed in such a way as to prohibit Combo Attacks, either due to having an obnoxiously high chance to Counterattack or through unique Skills or Evilities. This will be noted in the walkthrough, but keep in mind that Combos are powerful, but are not a win button.

Performing 100 Combo Attacks unlocks the Combo Commando Trophy.

Enemy Behavior

In Disgaea D2, NPC enemies can be relied upon to act in certain obvious ways. While they may or may not charge directly at your position depending upon their individual programming, they can be relied upon to always do two things: they will always hit the most vulnerable character within their range and, if multiple enemy units are allowed to open up on your team, they will stack damage onto a single unit in an effort to cause as many fatalities as possible. With very few exceptions, the CPU's strategy is always to grind you down one unit at a time with Combo Attacks. Keep that in mind and be ready to return the favor.

Counterattacks



When one unit attacks another from within the defending unit's range, there's a chance that this may trigger a Counterattack. This is identical to the basic Attack command except for when it takes place.

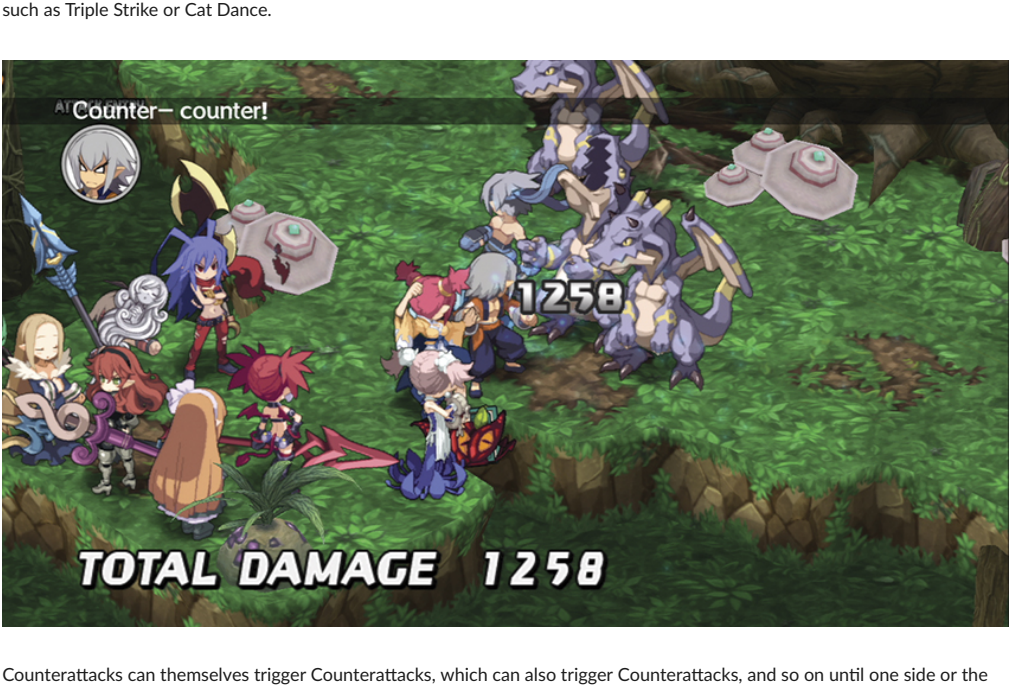
Each character begins a turn with a number of potential Counterattacks equal to its Counter stat. The base chance that a Counterattack will occur is 50% plus the character's Counter stat multiplied by 10%. Every Counterattack that activates lowers this chance by 10%, and the character can only use a total number of Counterattacks in a single turn that's equal to his Counter stat. Your units' remaining number of Counterattacks are reset at the start of your turn.

Further, a character that's taken an action in that turn cuts the chance of using a Counterattack by 10%, and if they're Defending (see below), it's cut by 20%. Defending also lowers the possible number of Counterattacks for that turn by 2.

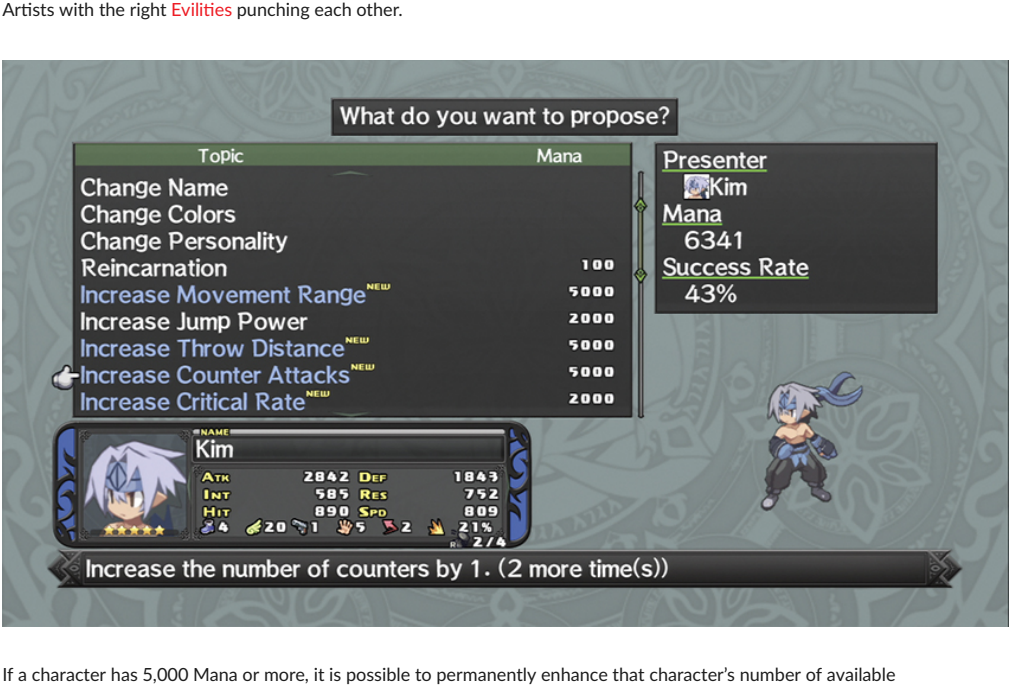
For example, Laharl has a base Counter stat of 2. If he hasn't taken an action, he has a 70% chance of Counterattacking the first time an enemy takes a swing at him. If a second enemy joins in, Laharl has a 60% chance of Counterattacking it as well. If Laharl has already taken an action during the player's turn, his Counterattack chance drops to 60%/50%. If he's Defending, it would be 50%/40%, but Defending lowered his Counters by 2, so he can no longer Counterattack at all.

Equipping a Fist weapon usually raises a humanoid character's Counter stat by 2. You can also temporarily raise a character's Counter stat by three with the Counter Classes Skill, which will augment both the chance a Counterattack will take place and the total number of Counterattacks that the character can throw out in a round.

You can avoid the risk of enemy Counterattacks entirely by using Skills that put either the attacker or defender out of range, such as Triple Strike or Cat Dance.



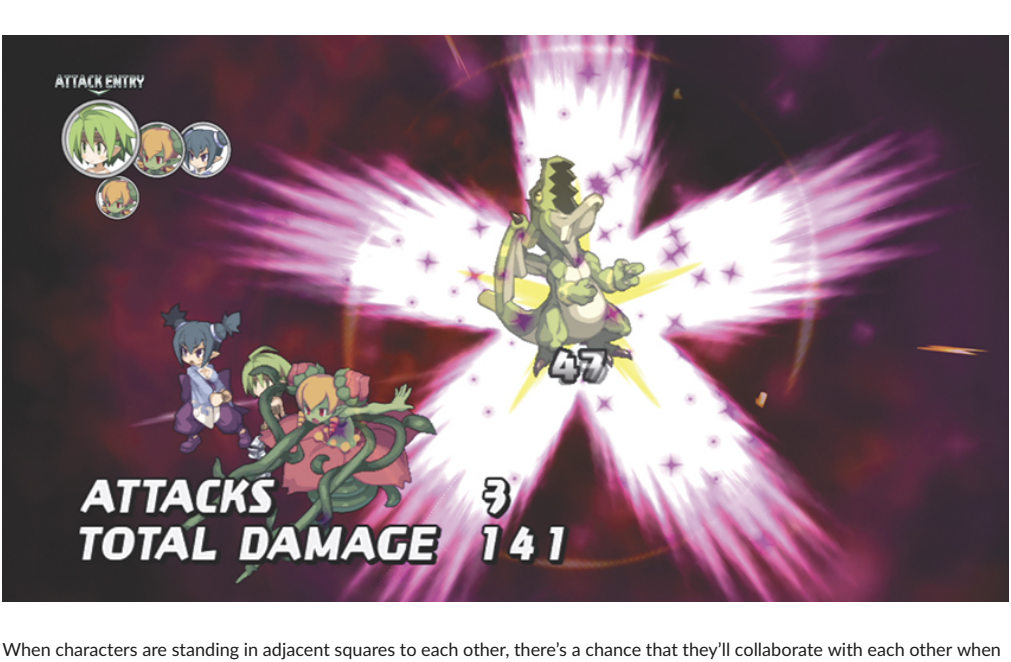
Counterattacks can themselves trigger Counterattacks, which can also trigger Counterattacks, and so on until one side or the other dies, runs out of Counterattacks for the turn, or fails to respond. This can get pretty funny if you have, say, two Martial Artists with the right Evilities punching each other.


What do you want to propose?
Topic
Mana
Change Name
Change Colors
Change Personality
Reincarnation 100
Increase Movement Range 5000
Increase Jump Power 2000
Increase Throw Distance 5000
Increase Counter Attacks 5000
Increase Critical Rate 2000
Presenter
Kim
Mana
6341
Success Rate
43%
Kim
Increase the number of counters by 1. (2 more time(s))

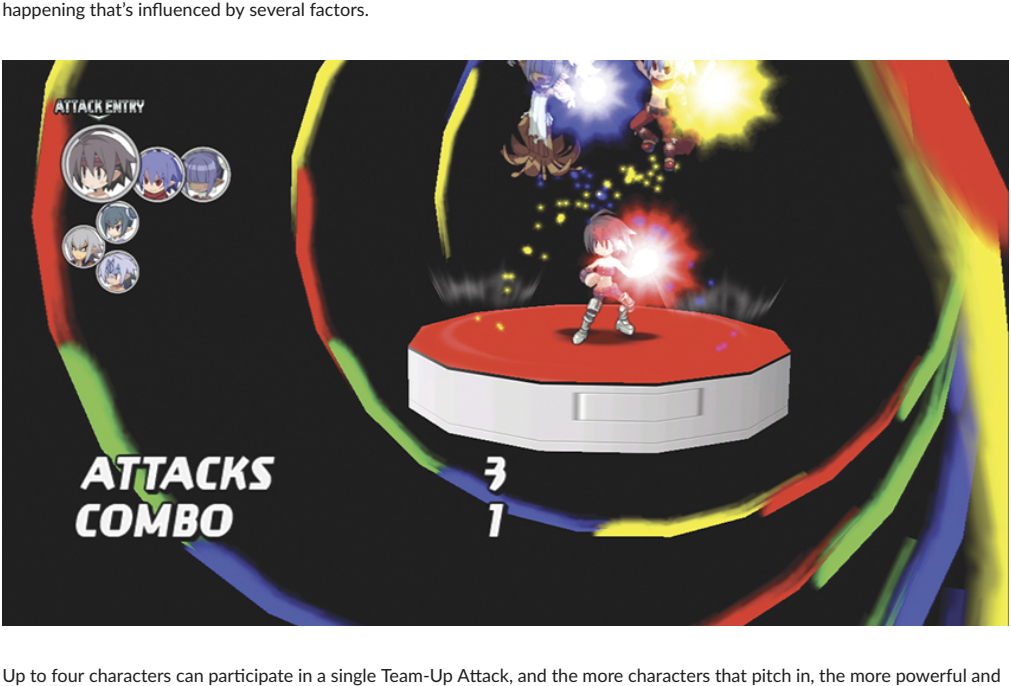
If a character has 5,000 Mana or more, it is possible to permanently enhance that character's number of available Counterattacks by one via a proposal in the Dark Assembly. This can be done up to three times and persists through Reincarnation.

Team-Up Attacks

Critical!
487
ATTACKS 2
TOTAL DAMAGE 1412



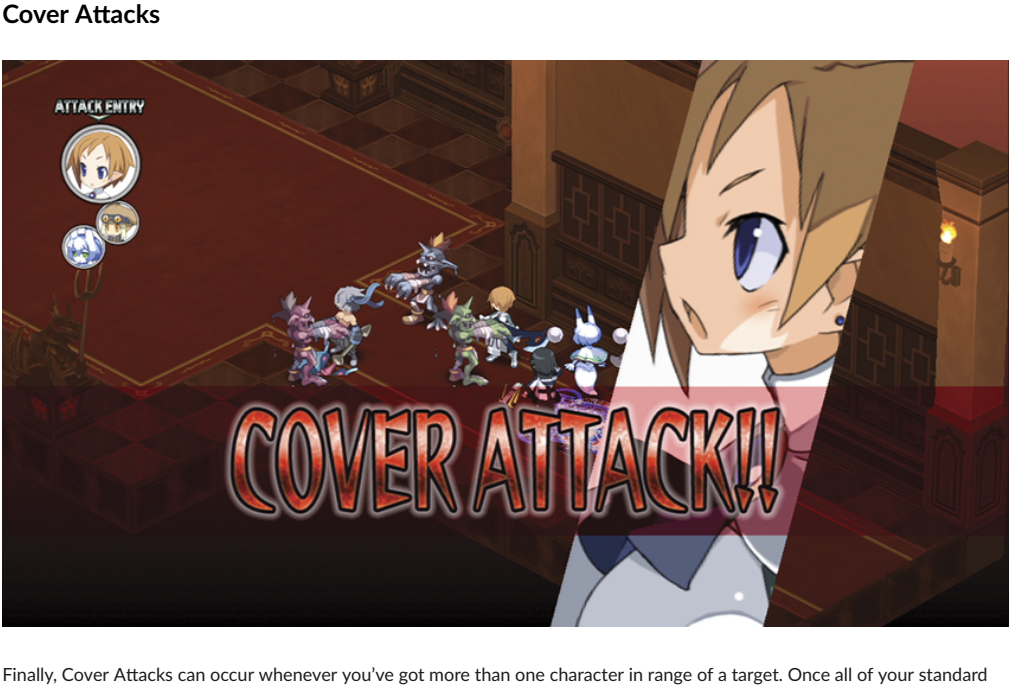
When characters are standing in adjacent squares to each other, there's a chance that they'll collaborate with each other when one of them uses a basic attack. When this happens it's called a Team-Up Attack, and there's a percentage-based chance of it happening that's influenced by several factors.



Up to four characters can participate in a single Team-Up Attack, and the more characters that pitch in, the more powerful and elaborate it gets. It's essentially bonus damage, and rewards you for paying attention to positioning. Even better, every character that participates in a Team-Up Attack that defeats an enemy unit receives EXP and Mana just as if they had individually defeated that opponent. This is a great way to level up your support characters, such as Clerics, who would otherwise lag slightly behind the rest of your crew.

Simply participating in a Team-Up Attack does not use up a character's action for the turn. It's possible for a character to move next to an ally, participate in a Team-Up Attack with that ally, then cancel out the movement with the Circle button and do something else entirely. On certain maps where the enemies like to spam hard-hitting area-of-effect attacks (for example, when there are many enemy spellcasters), this is a more sensible way to try for a Team-Up than leaving two or more characters standing right next to each other.

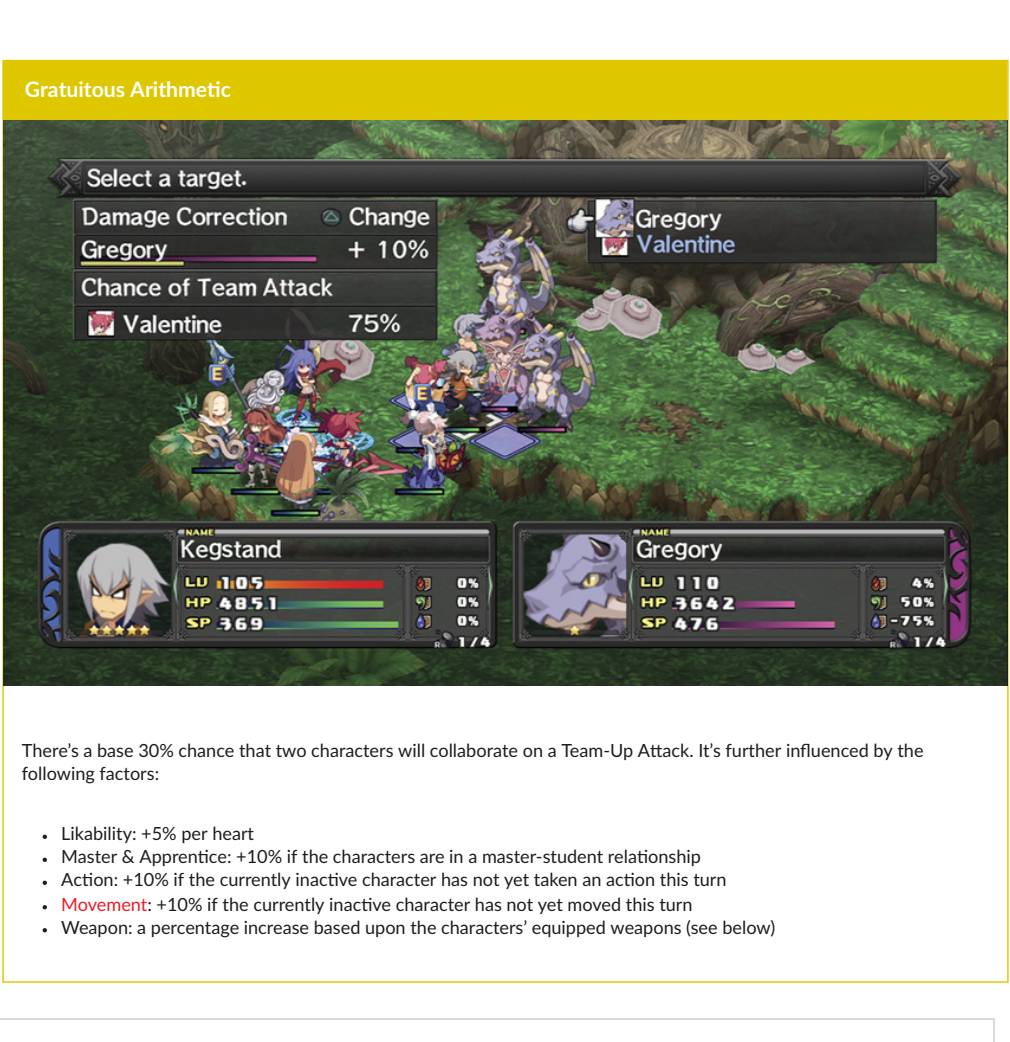
Cover Attacks



Finally, Cover Attacks can occur whenever you've got more than one character in range of a target. Once all of your standard actions resolve, there's a chance that any characters in the area may decide to contribute a hit or two of their own.

Cover Attacks, like Counterattacks, are mechanically identical to normal attacks. They can be triggered by Special Skills, including spells. A single character can use three Cover Attacks per action, and an unlimited number of Cover Attacks per turn.

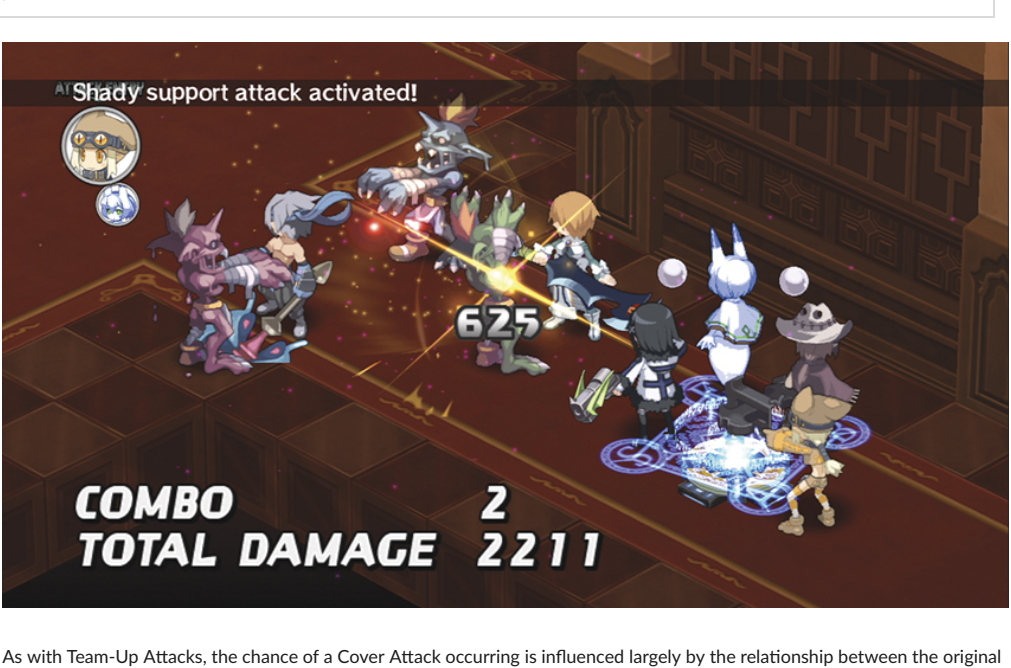
Gratuitous Arithmetic



There's a base 30% chance that two characters will collaborate on a Team-Up Attack. It's further influenced by the following factors:

- Likability: +5% per heart
- Master & Apprentice: +10% if the characters are in a master-student relationship
- Action: +10% if the currently inactive character has not yet taken an action this turn
- Movement: +10% if the currently inactive character has not yet moved this turn
- Weapon: a percentage increase based upon the characters' equipped weapons (see below)

	Unarmed	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book	Monster Weapon	Monster Emblem
Unarmed	5%	5%	5%	0%	5%	0%	0%	0%	10%	5%	0%
Fist	5%	20%	10%	10%	20%	10%	20%	10%	20%	20%	10%
Sword	5%	10%	10%	0%	10%	0%	0%	0%	15%	10%	0%
Spear	0%	10%	0%	10%	10%	0%	0%	0%	15%	10%	0%
Bow	5%	20%	10%	10%	20%	10%	20%	10%	20%	20%	10%
Gun	0%	10%	0%	0%	10%	10%	0%	0%	15%	10%	0%
Axe	5%	20%	10%	10%	20%	10%	20%	10%	20%	20%	10%
Staff	0%	10%	0%	0%	10%	0%	10%	10%	15%	10%	0%
Book	10%	20%	15%	15%	20%	15%	20%	15%	20%	20%	15%
Monster Weapon	5%	20%	10%	10%	20%	10%	20%	10%	20%	20%	10%
Monster Emblem	0%	10%	0%	0%	10%	0%	10%	0%	15%	10%	10%



As with Team-Up Attacks, the chance of a Cover Attack occurring is influenced largely by the relationship between the original attacker and the prospective Cover Attacker.

- 1 Heart: 50%
- 2 Hearts: 60%
- 3 Hearts: 70%
- 4 Hearts: 80%
- 5 Hearts: 100%

Range also plays a role here, in the form of a multiplier that's applied to the final chance of a Cover Attack taking place:

- 1 square: 100%
- 2 squares: 90%
- 3 squares: 70%
- 4 squares: 40%
- 5 squares: 10%
- 6 squares: 0%

That the chance of a Cover Attack rapidly drops off at medium to long range may look like a strike against distance weapons like Guns and Bows, but such is actually not the case. With careful positioning and some team building, a Gunner or Bow-wielder has a good chance of providing Cover Attacks for multiple characters in a round, which enhances your entire team's damage potential. In fact, this is the specific role that Gunners play in your team. Ranged weapons thus serve less as damage sources in their own right and are more additive than anything else.

Gratuitous Arithmetic II: Judgment Day

When you attack, your units' accuracy is determined by the following equation:

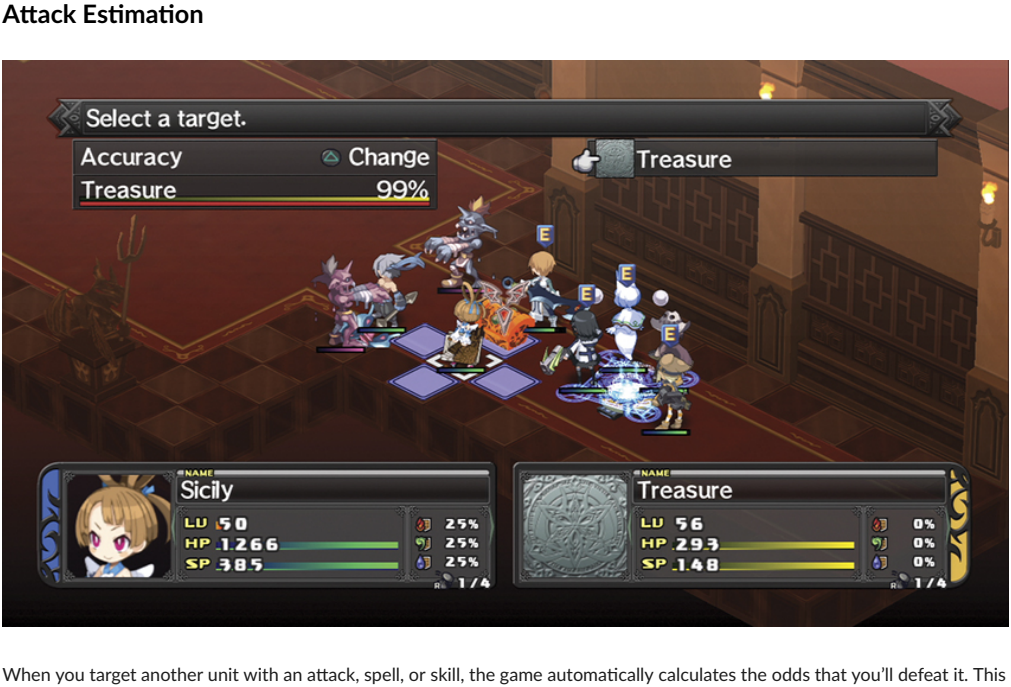
Accuracy = (Attacker's HIT/Defender's SPD) x (100 + Height Modifier)/100

Height Modifier = +1/dm if the attacker is higher; -1/dm if the attacker is lower

If the target is Defending, the attacker's accuracy is multiplied by 0.75% to arrive at the true value.

If the attacker is striking the target from behind, the target's SPD cannot reduce the attacker's accuracy below 60%. Similarly, a side attack's accuracy cannot be reduced below 30%. Certain Evilities may change this rule, however, such as Defensive Stance.

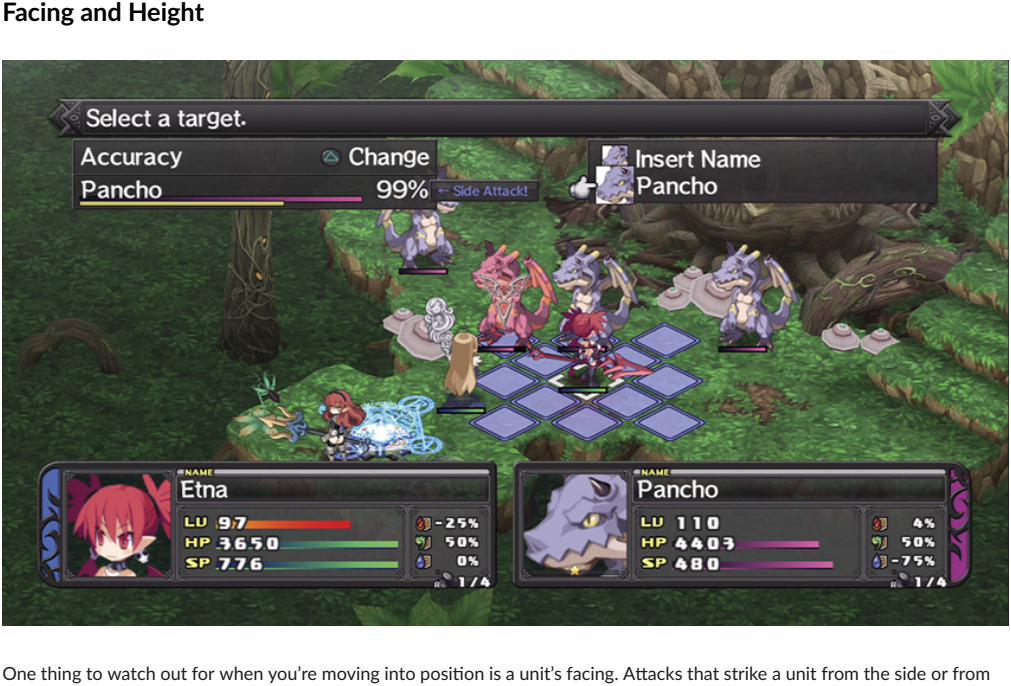
Attack Estimation



When you target another unit with an attack, spell, or skill, the game automatically calculates the odds that you'll defeat it. This is represented by a red bar below the target's name.

As Etna is quick to tell you if you ask her in the Help menu, this is an estimation, not a guarantee. If you keep an eye on it, however, it can save you some time by telling you how likely it is that your impending attack will be at all effective. If it will be, go nuts; if it won't, either save that action for something else or figure out why. There are a lot of invisible factors at work in Disgaea D2's combat, and the Attack Estimation can help you avoid some unpleasant surprises.

Facing and Height

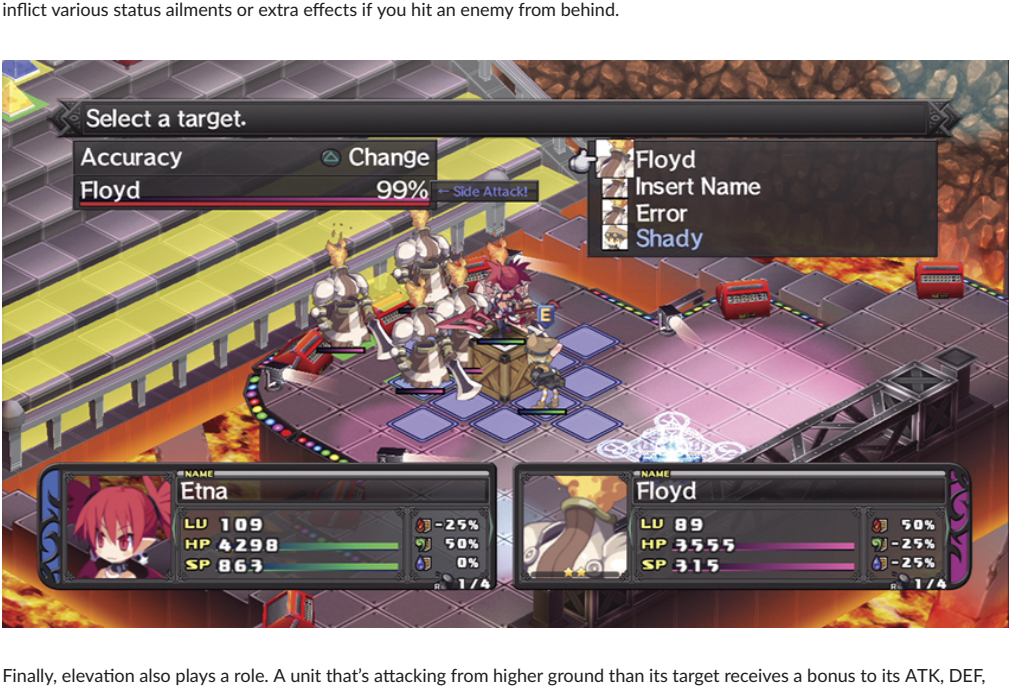


One thing to watch out for when you're moving into position is a unit's facing. Attacks that strike a unit from the side or from behind give the attacker bonuses to their accuracy and to the damage they inflict.

You can adjust your facing at the end of a unit's turn by holding down the Square button and using the directional buttons. Ideally, you want your character to be facing forward with impassable terrain or allies on either side, so an enemy can't come in from behind him or her.

Facing also influences several Evilities and special attacks. For example, Armor Knights with the Defensive Stance Evility take half damage from any incoming attack unless it comes from behind them.

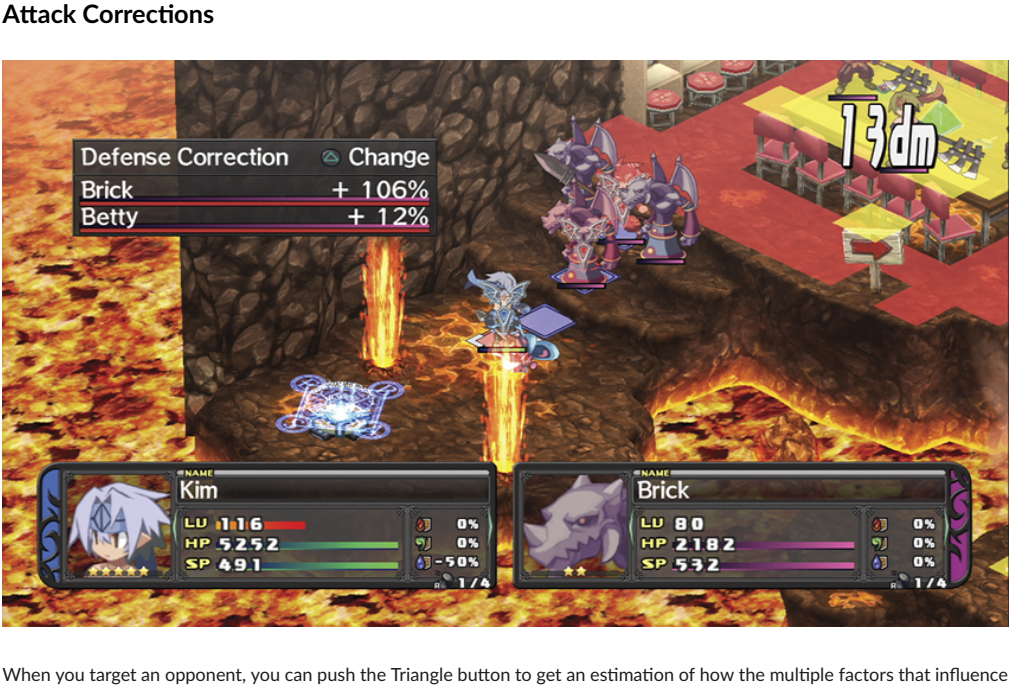
As you explore the Item World, you'll also find several kinds of upgrades that you can add to equipment, which allows you to inflict various status ailments or extra effects if you hit an enemy from behind.



Finally, elevation also plays a role. A unit that's attacking from higher ground than its target receives a bonus to its ATK, DEF, HIT, and evasion. Disgaea uses decimeters to measure height, abbreviated in-game as "dm," and every dm of height between the attacker and defender adds a small but stacking bonus or penalty to an attack.

This means that you can set up an advantage by picking up enemies and throwing them downhill, or by jumping on top of objects like Snow Men or fence posts. If none of those are handy in a given stage, Thieves can create Boxes and Barrels for you to stand on.

Attack Corrections



When you target an opponent, you can push the Triangle button to get an estimation of how the multiple factors that influence an attack are affecting its potential outcome. Positive percentages mean you're in with a good chance; negative percentages mean you're unlikely to hit or to do any real damage. This is, like the Attack Estimation, an educated guess made by the game on your behalf, and allows you to evaluate your chances of success with a given action.

Defending and Protect Actions

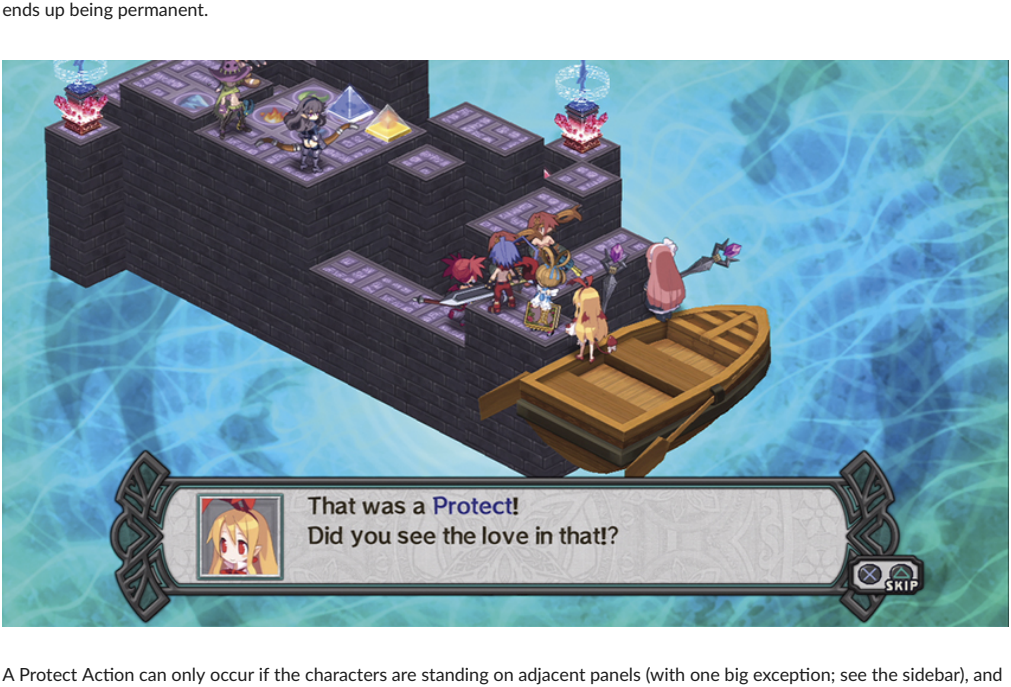
12dm
Bonus
4
Select Character
Clubber
Allies/ Enemies
Fast Move
Display Move Range & Bonus
Menu

If you pick the Defend option for a unit, it buttons up and focuses on self-preservation. As a result, it takes half damage from any attack that strikes it until its next turn, and any enemy attacking it has its accuracy cut dramatically (see previous sidebar).

12dm
Move
Attack
Special Skill
Lift
Defend
Item
Equipment
Status
Sicily
Character will defend.

As a trade-off, the unit's Counter stat is effectively lowered by 2 while it's Defending. This lowers the number of Counterattacks it can make over the course of the next turn. If that reduction leaves its Counter stat higher than 0, it also lowers the chance that the Defending unit will Counterattack by 20%.

The Defend command also makes it possible for a character to undertake a Protect Action. This is an event where the acting character temporarily switches places with a nearby ally to intercept an incoming hit directed at that ally from an enemy unit. The character that performed the Protect Action suffers the damage from the attack, and immediately returns to their original position once the attack resolves. In the event that the character is killed by the attack they're intercepting, the position switch ends up being permanent.



A Protect Action can only occur if the characters are standing on adjacent panels (with one big exception; see the sidebar), and the chance of it happening is once again determined by the characters' relationship:

- 1 Heart: 50%
- 2 Hearts: 60%
- 3 Hearts: 70%
- 4 Hearts: 80%
- 5 Hearts: 100%

At most, a single character can undertake three Protect Actions per turn.

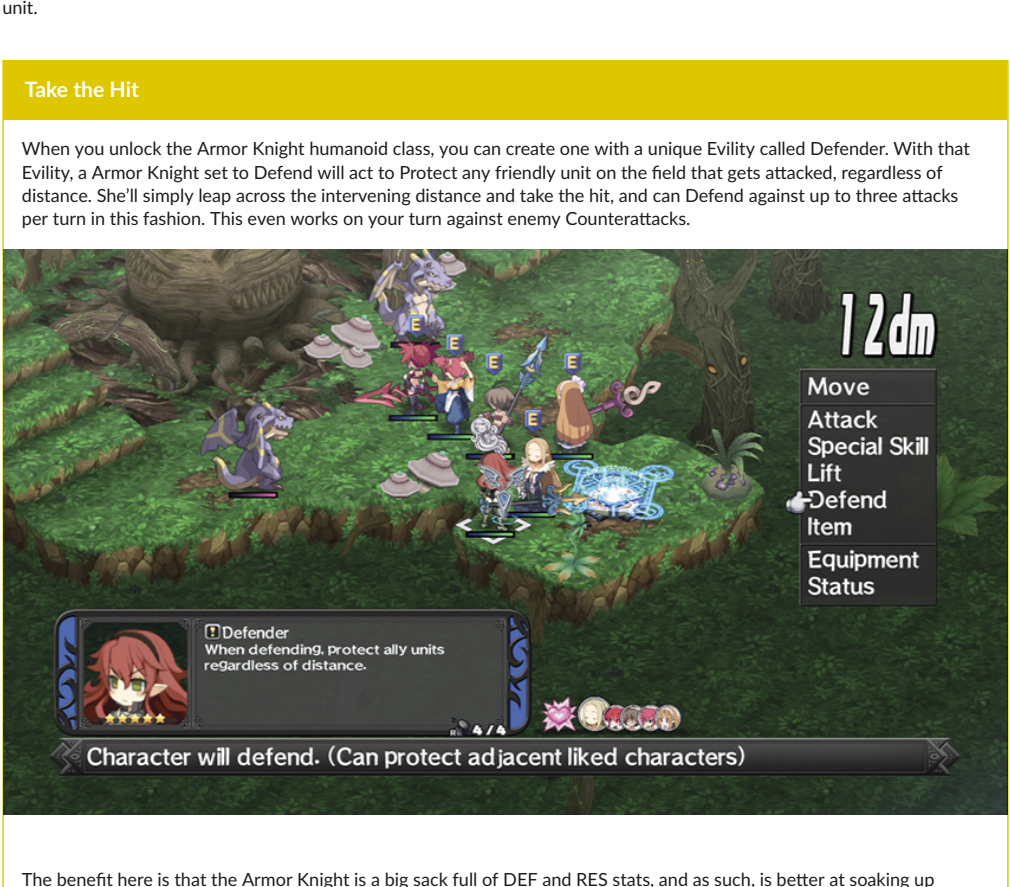
Etna protected Laharl!
PROTECT ACTION!!

This can be something of a mixed blessing. The Protect Action doesn't take characters' stats into account before it takes place, so it sometimes leads to a few characters making meaningless sacrifices, like a lightly armored caster trying to "protect" a heavily armored fighter.

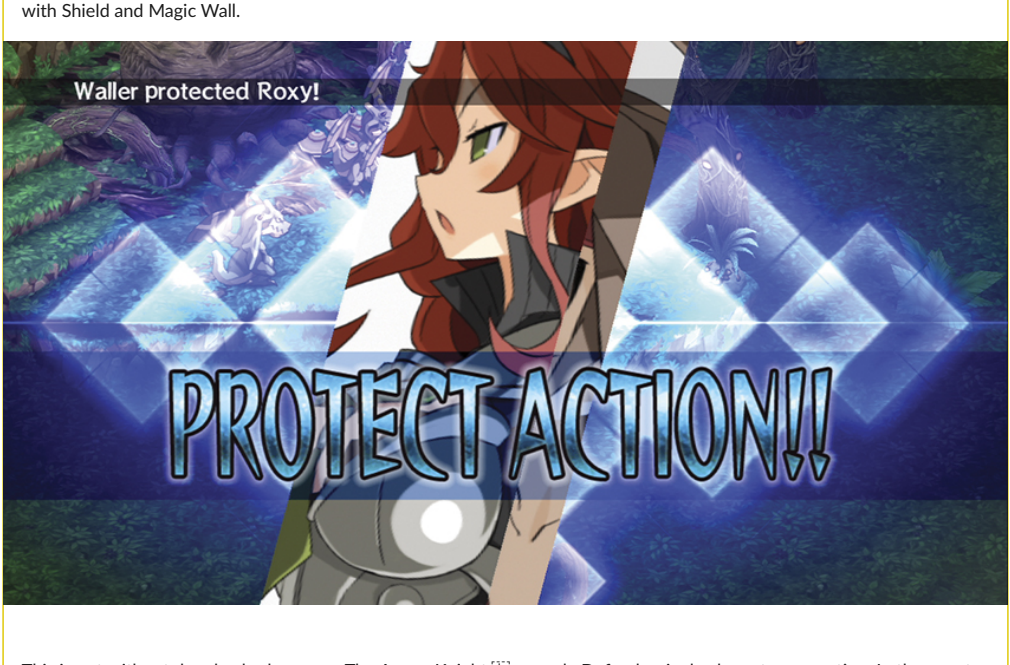
If you watch your positioning. Protect Actions are a great way to have your high-DEF front line serve as bodyguards for your squishier back end, and if you don't, hilarity typically ensues. The best way to avoid this is to make sure that anyone that you don't want to take a hit, such as a healer or a spellcaster, does not use the Defend command if they're standing next to another unit.

Take the Hit

When you unlock the Armor Knight humanoid class, you can create one with a unique Evility called Defender. With that Evility, a Armor Knight set to Defend will act to Protect any friendly unit on the field that gets attacked, regardless of distance. She'll simply leap across the intervening distance and take the hit, and can Defend against up to three attacks per turn in this fashion. This even works on your turn against enemy Counterattacks.


12dm
Move
Attack
Special Skill
Lift
Defend
Item
Equipment
Status
Defender
When defending, protect ally units regardless of distance.
Character will defend. (Can protect adjacent liked characters)

The benefit here is that the Armor Knight is a big sack full of DEF and RES stats, and as such, is better at soaking up enemy fire than most of the other classes in the game. You can vastly reduce the overall damage your team takes by using the Armor Knight to absorb hits with Defender, then healing her up on your turn. For extra damage reduction, buff her with Shield and Magic Wall.



This is not without drawbacks, however. The Armor Knight can only Defend a single character per action. In the event that your team suffers an area-of-effect attack, she'll take the hit for the primary target and everyone else within the area will take full damage.

Further, just as with a normal Protect Action, if the Armor Knight Protects another unit and dies from the attack, the unit she's protecting will end up standing at her original position. This can be a significant drawback if she was well behind your front line, as you now have to rearrange your positioning.

Even with those issues, the Armor Knight is a valuable addition to your team. Consider rolling one, if for no other reason than to protect less durable characters. The Armor Knight is great on farming runs, since she'll absorb much of the incoming damage that would otherwise threaten to kill your lower-level units.

Attack and Damage: The Math

We've been handwaving a lot of the raw mathematics behind attacking and damage so far, but if you want the serious hard-core numbers, strap in. It's about to get numerically precise up in here.

- Damage = (Final Attack – Final Defense) x (100 + Damage Modifier A/100) x Damage Modifier B
- Final Attack = ATK x (100 + Attack Modifier)/100
- Final Defense = DEF x (50 + Defense Modifier)/100

Here are some common modifiers and their effects on this equation.

- Back Attack: +40 to Damage Modifier A
- Side Attack: +20 to Damage Modifier A
- Critical Hit*: +50 to Attack Modifier
- Nick**: –50 to Attack Modifier
- The attacker is above the defender: +1/dm to Attack Modifier
- The defender is above the attacker: –1/dm to Defense Modifier
- Combo Attack: +(# of hits x 10) to Damage Modifier A
- Elemental resistances: +/– X% to Damage Modifier B (if applicable)
- Defender is using the Defend command: –50 to Damage Modifier B
- Attacker is using an area-of-effect spell: –3 to Damage Modifier B for every affected panel after the first (maximum modifier –24)

* A unit's chance of a critical hit is determined by its Critical stat.

** A "nick" is a near-miss, and is determined by the defender's SPD stat.

For every turn that one of your units attacks a target without moving, you receive an additional modifier, which stacks on every successive turn that your unit remains in place. If you're wondering why the CPU will frequently move its units just far enough away from yours to force you to move out of position, this modifier is why.

- 2–11 times: +10 to Damage Modifier A
- 12–21 times: +5 to Damage Modifier A
- 22–51 times: +3 to Damage Modifier A
- 52–81 times: +2 to Damage Modifier A
- 82–256 times: +1 to Damage Modifier A

Certain humanoid weapons also apply modifiers of their own to the damage calculation under certain circumstances.

Fist

A character wielding a Fist has a 50% chance on an attack of getting up to six bonus hits. Each one adds [(60 x # of attacks) x 75 / 100] to Damage Modifier B.

Spear

A character with a Spear can hit an enemy with a standard attack from up to two panels away. If there's a second enemy unit between the attacker and his or her target, that second unit also takes damage from the attack. The amount is calculated as [(Damage / # of targets) x (100 + (# of targets – 1) x 10)].

Gun

The final damage of an attack that uses a Gun has an additional multiplier applied that's based upon the attacker's range from the defender. The multiplier is equal to [140 – (distance in panels x 10)]%. Thus, at point-blank range, a Gun user does 130% of his or her final damage; at a theoretical maximum range of 9 panels, he or she inflicts 50%.

Book

Instead of using its wielder's ATK, a standard attack with a Book calculates its damage based on its wielder's [(ATK + INT) / 2].

Finally, if you use a Special Skill to attack a target, the level that the individual Skill has reached adds to the Attack Modifier. See the table to the right. Both the Attack Modifier and Defense Modifier have a random value applied to them before the attack resolves, so your damage will not be a constant set number.

Skill's Level	Modifier
0	-10
1	0
2	4
3	7
4	10
5	12
6	14
7	16
8	18
9	19
10	20
11	21
12	22
13	23
14	24
15	25
16	26
17	27
18	28
19	29
20	30
21	31
22	32
23	33
24	34
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31	41
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36	46
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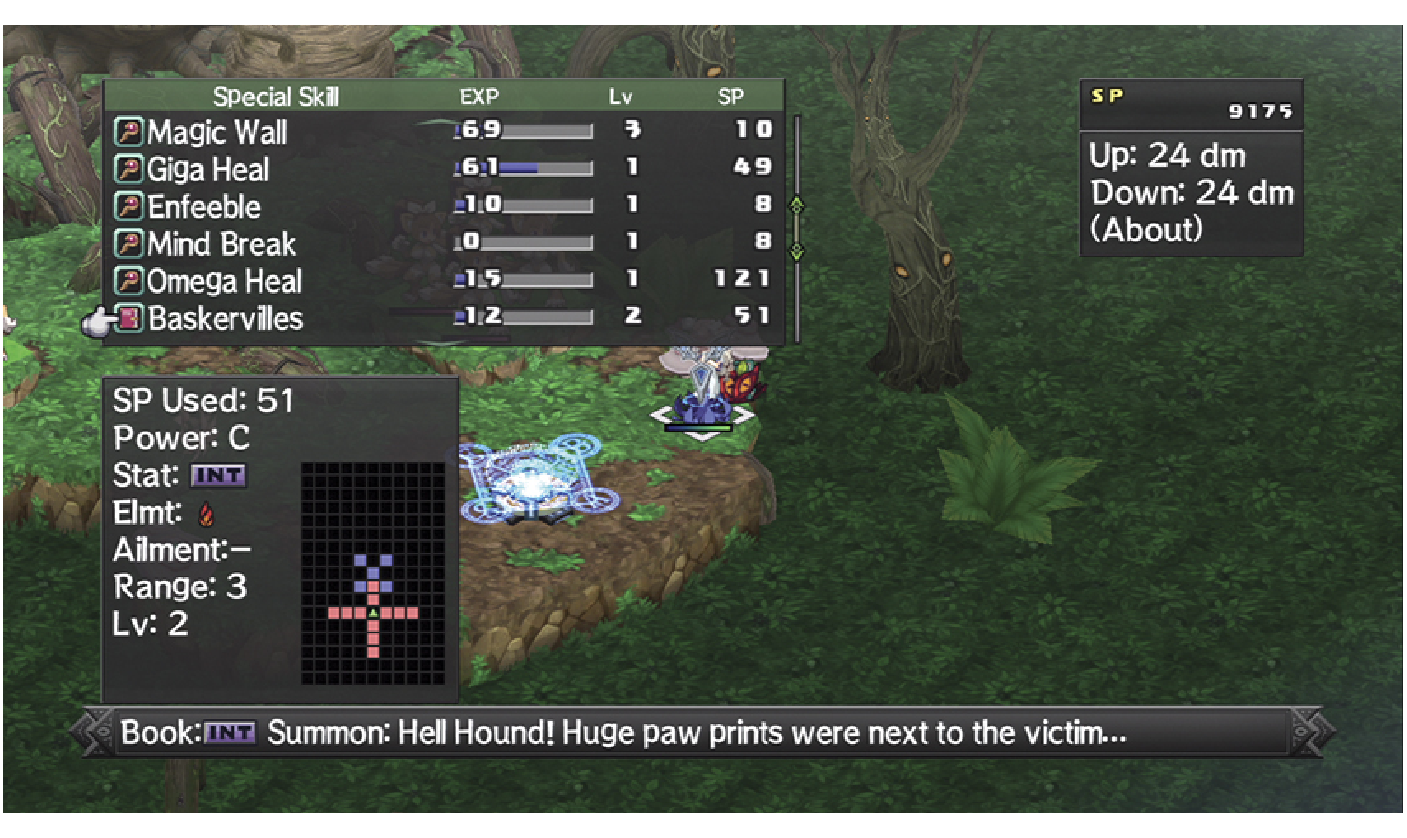
39	49
40	50
41	51
42	52
43	53
44	54
45	55
46	56
47	57
48	58
49	59
50	60
51	62
52	64
53	66
54	68
55	70
56	72
57	74
58	76
59	78
60	80
61	82
62	84
63	86
64	88
65	90
66	92
67	94
68	96
69	98
70	100
71	102
72	104
73	106
74	108
75	110
76	112
77	114
78	116
79	118
80	120
81	123
82	126
83	129
84	132
85	135
86	138
87	141
88	144
89	147
90	150
91	154
92	158
93	162
94	166
95	170
96	175
97	180
98	185
99	190

The Basics

Skills



Special Skill	EXP	Lv	SP
Magic Wall	69	3	10
Giga Heal	61	1	49
Enfeeble	10	1	8
Mind Break	0	1	8
Omega Heal	15	1	121
Baskervilles	12	2	51

SP 9175
Up: 24 dm
Down: 24 dm
(About)

SP Used: 51
Power: C
Stat: INT
Elmt:
Ailment:–
Range: 3
Lv: 2

Book: INT Summon: Hell Hound! Huge paw prints were next to the victim...

Disgaea D2 files everything from magic spells to unique attacks to the unscheduled demolition of the solar system (don't worry, it gets better) away under the Special Skills option on your combat menu. If it costs SP to use it, you'll find it here.

For most characters, the bulk of their combat potential comes from their Skills. Knowing when to use them and how is vital as you progress through the game.

Learning and Leveling Skills

There are two basic ways for a character to learn Skills: through his or her job and through the use of humanoid weapons.

Skills that are learned from a job are gained automatically when a character reaches a specific, predetermined level. For example, a Cleric learns Espoir at level 3.

Skills from a humanoid weapon are learned gradually as the character's proficiency with that weapon improves. By attacking enemies with that weapon and using its associated skills, the character gains weapon experience that's gradually used to improve its rank; the better its job's rank for the weapon in question, the faster this process will be. For more information on this, check out the Weapons section.

Monsters can't equip humanoid weapons, for a variety of reasons ranging from personal preference to not having thumbs (or hands, or sometimes limbs at all); they have to make do with their natural talents and monster-only equipment like Emblems.

Once a character knows a non-unique Skill, it can teach it to your other units via the Master and Apprentice system.

When a character gets a new Skill, it becomes available for use on the next turn. A Skill is level 1 when it's learned, and you earn experience toward its next level every time it's used, regardless of whether that use was effective. Thus, it's possible to level a weapon by constantly hitting an invincible target, or to level the Heal spell by standing there and casting it on oneself over and over again. Skills have a level cap of 99.

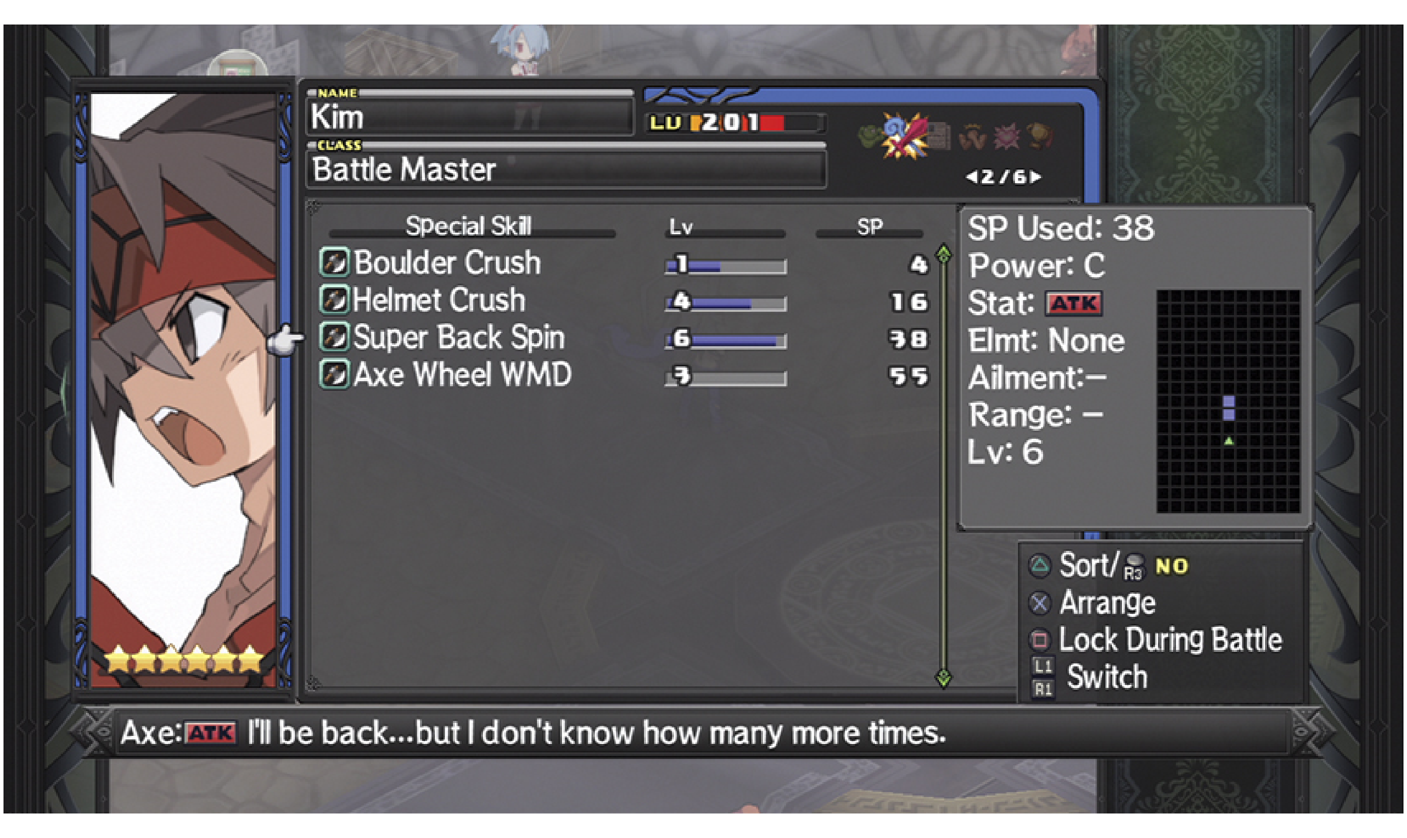
Weapon Skills

As noted above, Weapon Skills are unique to Fists, Swords, Axes, Spears, Bows, Guns, and Books. Once a character learns a Weapon Skill, it's theirs forever, but none of them can be used unless the character has one of the associated weapons equipped. There's no way around this as far as we know; whatever you do, you cannot use Hurricane Slash unless there's a Sword in your hand.

ATTACK ENTRY
Dark Matter Ether
51
51
51
TOTAL DAMAGE 461

Unlike spells, Weapon Skills do not change at all as they level up. They simply start doing more damage. Weapon Skills' range, area, and secondary effects, if any, are the same at level 1 as they are at level 99.

Each humanoid weapon teaches a new Skill at the same point. A character will learn a new Weapon Skill when his or her Mastery with a particular weapon reaches levels 1, 3, 5, 10, 15, and 21. There are two more Weapon Skills for each weapon, bringing the total to eight, but these final Skills cannot be unlocked on their own. You have to go into the depths of the Item World and find a merchant to sell them to you.



NAME Kim
LV 201
CLASS Battle Master
2/6

Special Skill	Lv	SP
Boulder Crush	1	4
Helmet Crush	4	16
Super Back Spin	6	38
Axe Wheel WMD	3	55

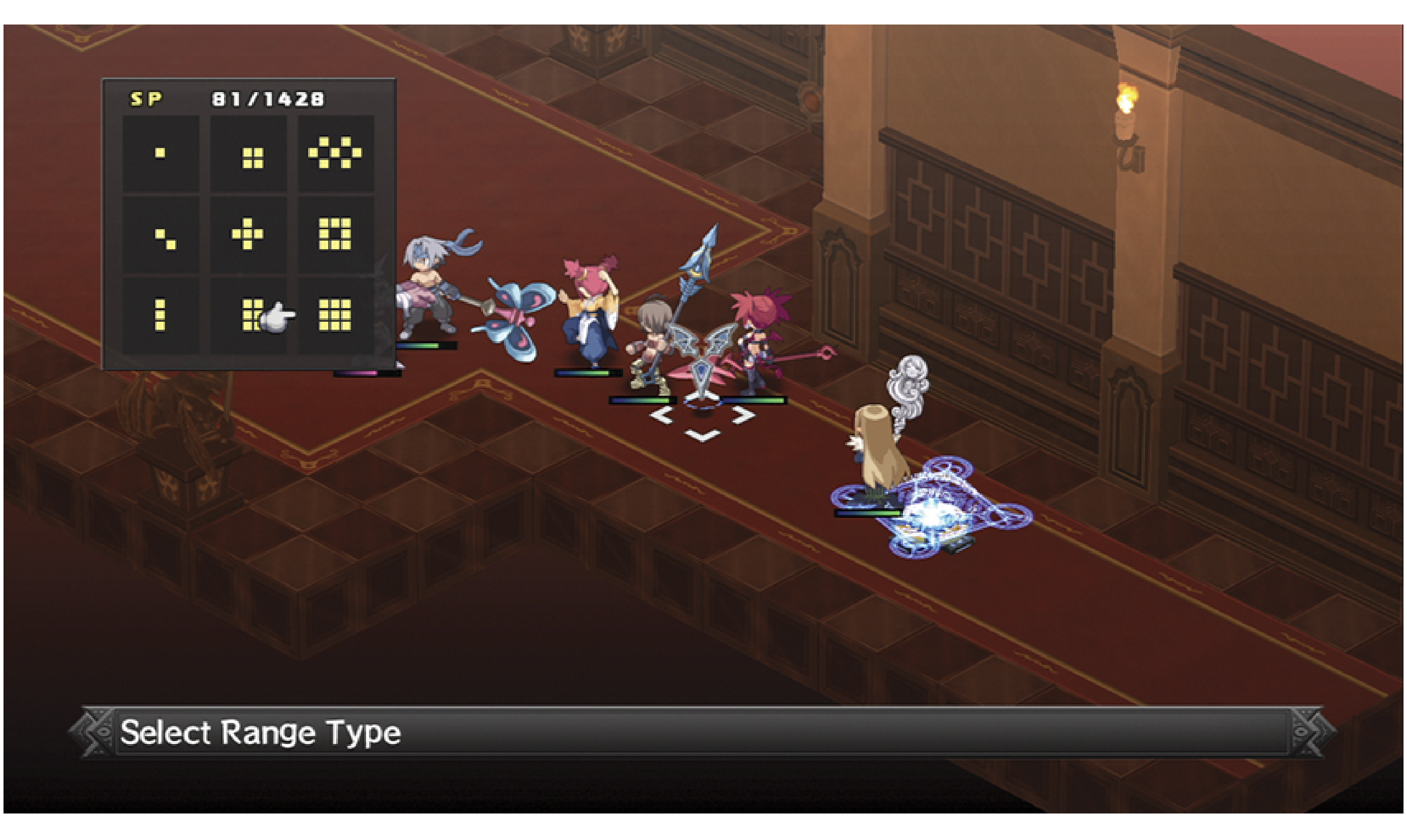
SP Used: 38
Power: C
Stat: ATK
Elmt: None
Ailment:–
Range: –
Lv: 6

Axe: ATK I'll be back...but I don't know how many more times.

As a rule, Weapon Skills are based upon the same stats that the associated weapon favors. Several do have additional qualities, such as Hurricane Slash dealing Wind-based elemental damage, but they still run off of the weapon's primary stat.

Spells

Spells differ from Weapon Skills in several ways. They're typically job-based, so characters will automatically learn them as they level up, and as a spell's level improves, so does its range and potential area of effect.

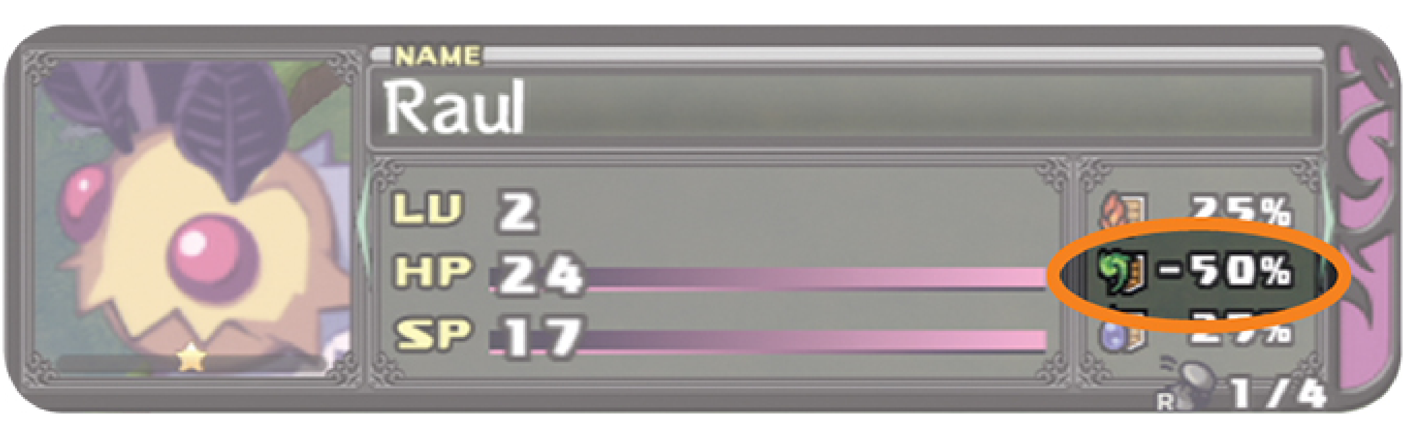


Select Range Type

A newly learned spell, at level 1, can affect a single target and has a range of two panels, if that. The more the spell is used, however, the longer its range and the more panels it can affect at once. You can often finagle some extra effective range out of your spells once you've gained access to the additional range categories, by centering your spells on the panels next to your target and rotating their area of effect with the Square button.

The elemental attack spells and Heal also have additional ranks. As your characters level up, they'll learn more effective versions of your basic spells, labeled as Mega, Giga, Omega, and Tera. As a general rule, the base damage on these higher-end spells will be far higher, but they carry the notable additional drawback of having to be leveled separately.

As you progress through the game, that gives your spellcasters a choice on every map: they can use the more flexible lower-ranked spells to inflict less damage from farther away, or move into the thick of a fight and potentially expose themselves to danger so they can use their less flexible nukes.

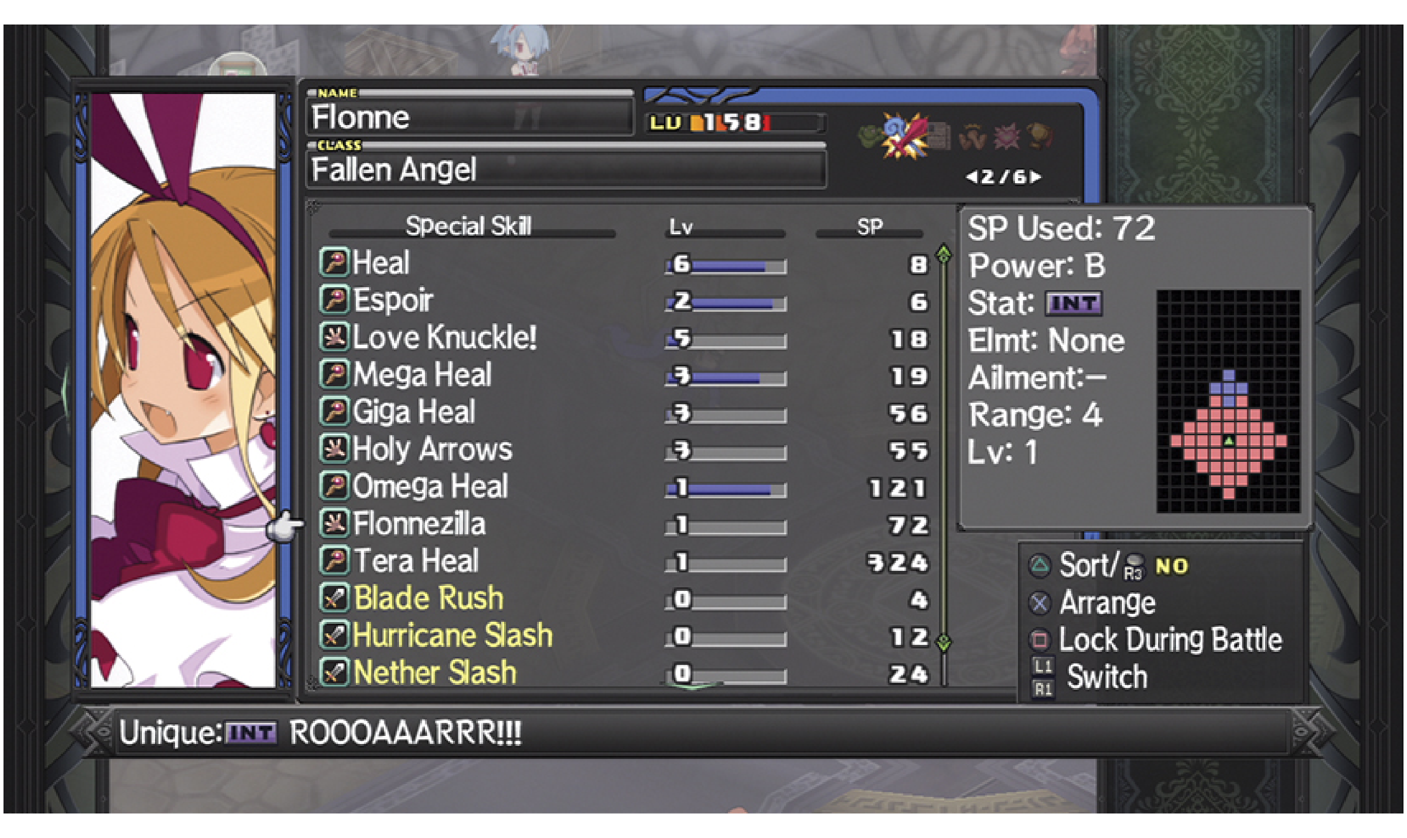


The primary reason to have an offensive spellcaster in your crew is to target and exploit enemies' elemental weaknesses. Any enemy with a –25% vulnerability or lower is walking wounded, and will fall over quickly if you hit him with the appropriate elemental attack. You can use Reincarnation or apprenticeships to teach a single unit all three kinds of elemental attack spells, or keep a character around who is skilled with a Book. A Book's Weapon Skills all draw upon different elemental types to do their damage, and they've got a long range to boot. In the event that you have a caster on the field and they're up against an enemy that either doesn't have an elemental weakness or doesn't have one that they're equipped to exploit, you can always use the Star spell. It has no elemental affiliation whatsoever and works strictly off the user's INT stat.

Finally, it's worth noting that both Staves and Books, when equipped, have a positive influence on spells' power and range. This will be dealt with in greater detail in the section on Weapons, but the short version is that both Staves and Books provide a stacking percentage-based boost to spells' power that is based upon the Weapon Mastery of the wielder, while Staves also improve their wielders' spells' range and area of effect. Your designated spellcasters don't have to use Staves or Books, but it's a very good idea.

Unique Skills

Some Skills are labeled as "unique" in the game. Many of them are the signature moves of named characters, such as Prinny Raid or Overlord's Wrath, while others are the defining abilities of certain jobs. Unique Skills will not transfer to other characters via apprenticeship.



NAME Flonne
LV 158
CLASS Fallen Angel
2/6

Special Skill	Lv	SP
Heal	6	8
Espoir	2	6
Love Knuckle!	5	18
Mega Heal	3	19
Giga Heal	3	56
Holy Arrows	3	55
Omega Heal	1	121
Flonnezilla	1	72
Tera Heal	1	324
Blade Rush	0	4
Hurricane Slash	0	12
Nether Slash	0	24

SP Used: 72
Power: B
Stat: INT
Elmt: None
Ailment:–
Range: 4
Lv: 1

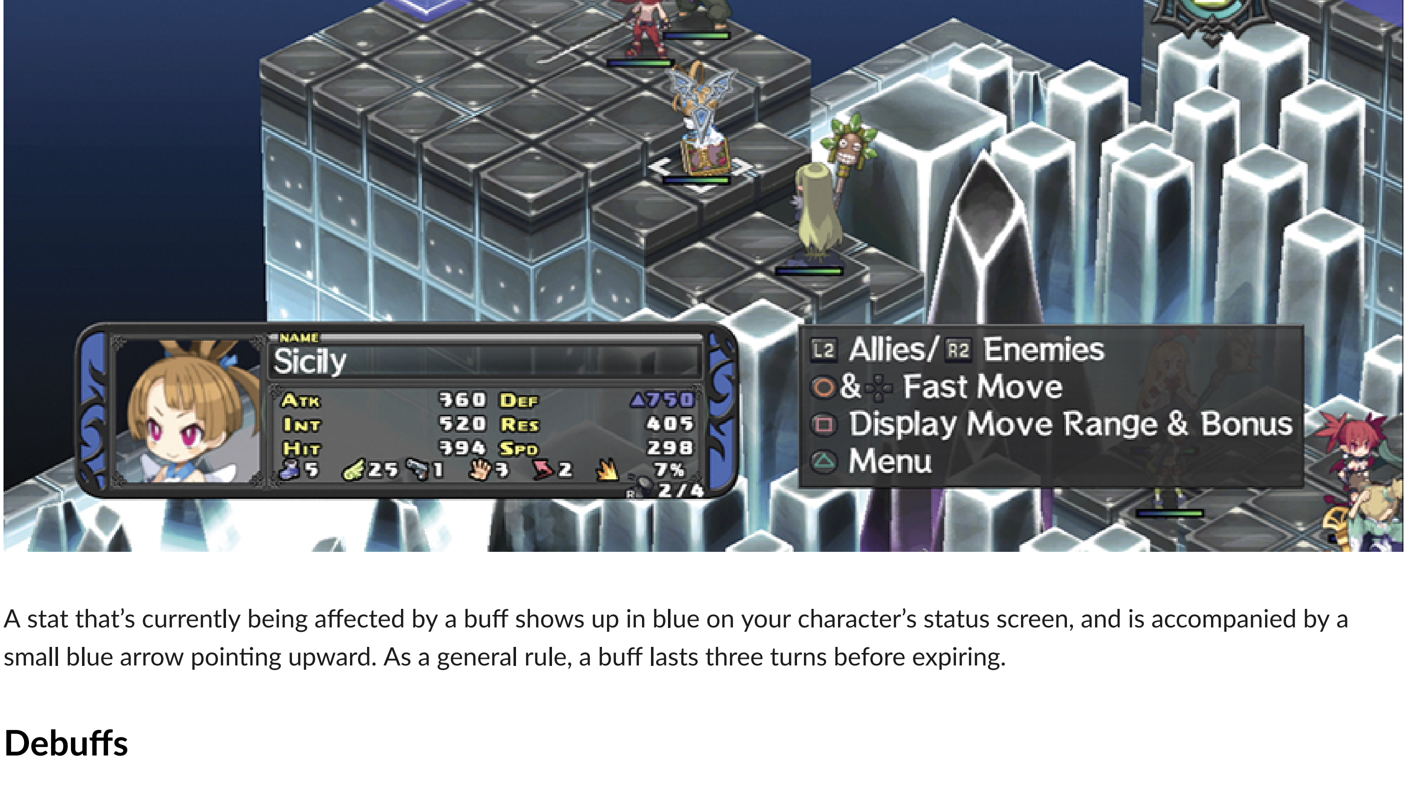
Unique: INT ROOOAAARRR!!!

You can give a Unique Skill to a job that ordinarily wouldn't have it through Reincarnation, but that job won't be able to use the Skill. It'll just sit unloved in the character's Status screen, gathering dust, until you Reincarnate the character into a job that can use it.

Buffs

ATTACK ENTRY
Magic Wall
RES UP!

As per video game tradition, a buff is any of the skills that temporarily raise a unit's stats. This includes Shield, Magic Wall, and Braveheart, among many others. They act like spells do, and gradually increase their target area as you level them up.

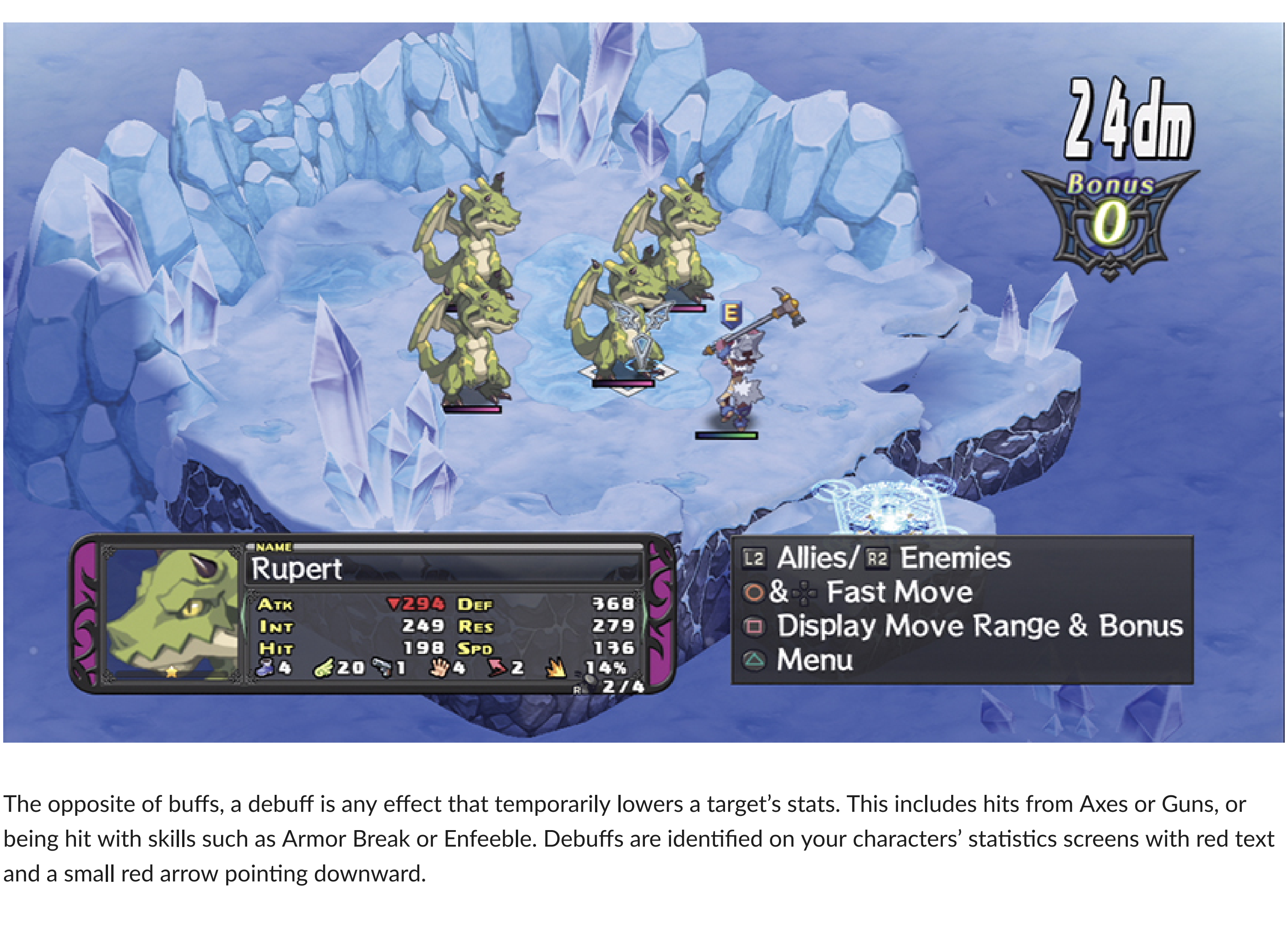


NAME Sicily

ATK	360	DEF	750
INT	520	RES	405
HIT	394	SPD	298

A stat that's currently being affected by a buff shows up in blue on your character's status screen, and is accompanied by a small blue arrow pointing upward. As a general rule, a buff lasts three turns before expiring.

Debuffs



NAME Rupert

ATK	294	DEF	368
INT	249	RES	279
HIT	198	SPD	136

The opposite of buffs, a debuff is any effect that temporarily lowers a target's stats. This includes hits from Axes or Guns, or being hit with skills such as Armor Break or Enfeeble. Debuffs are identified on your characters' statistics screens with red text and a small red arrow pointing downward.

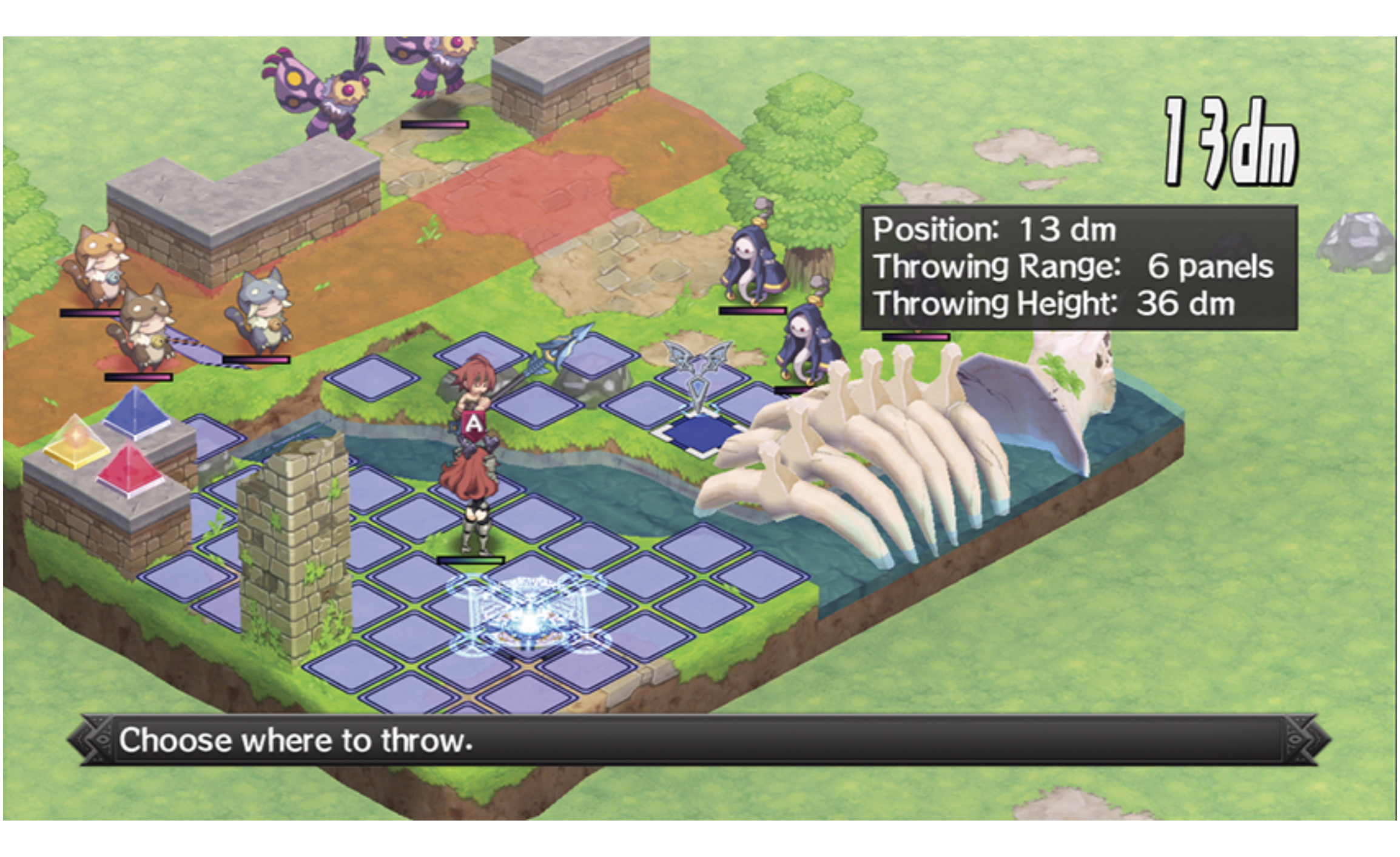
As with buffs, debuffs last three turns. You can't remove them prematurely, although you can cancel them out with opposing buffs, such as by casting Magic Wall (+50% RES) on a unit that's been struck by Mind Break (–30% RES).

The Basics

Lift & Throw

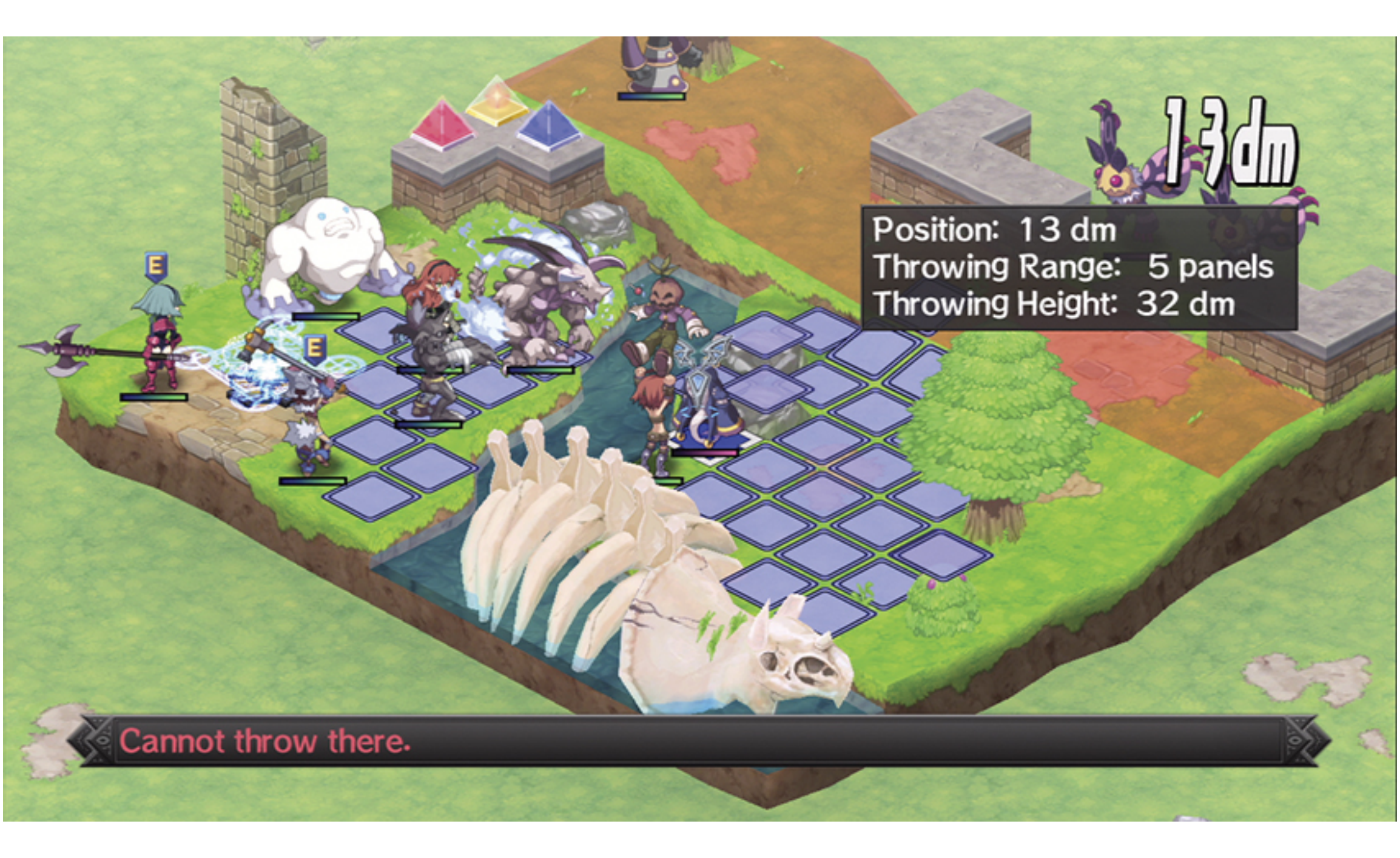
One of the trademark Disgaea mechanics has made its return in D2. Any humanoid character can use the Lift command to pick up a unit on an adjacent panel and subsequently Throw it a number of panels equal to his or her Throw stat. This is not only a recipe for shenanigans, but opens up a number of tactical options.

Throwing Humanoids

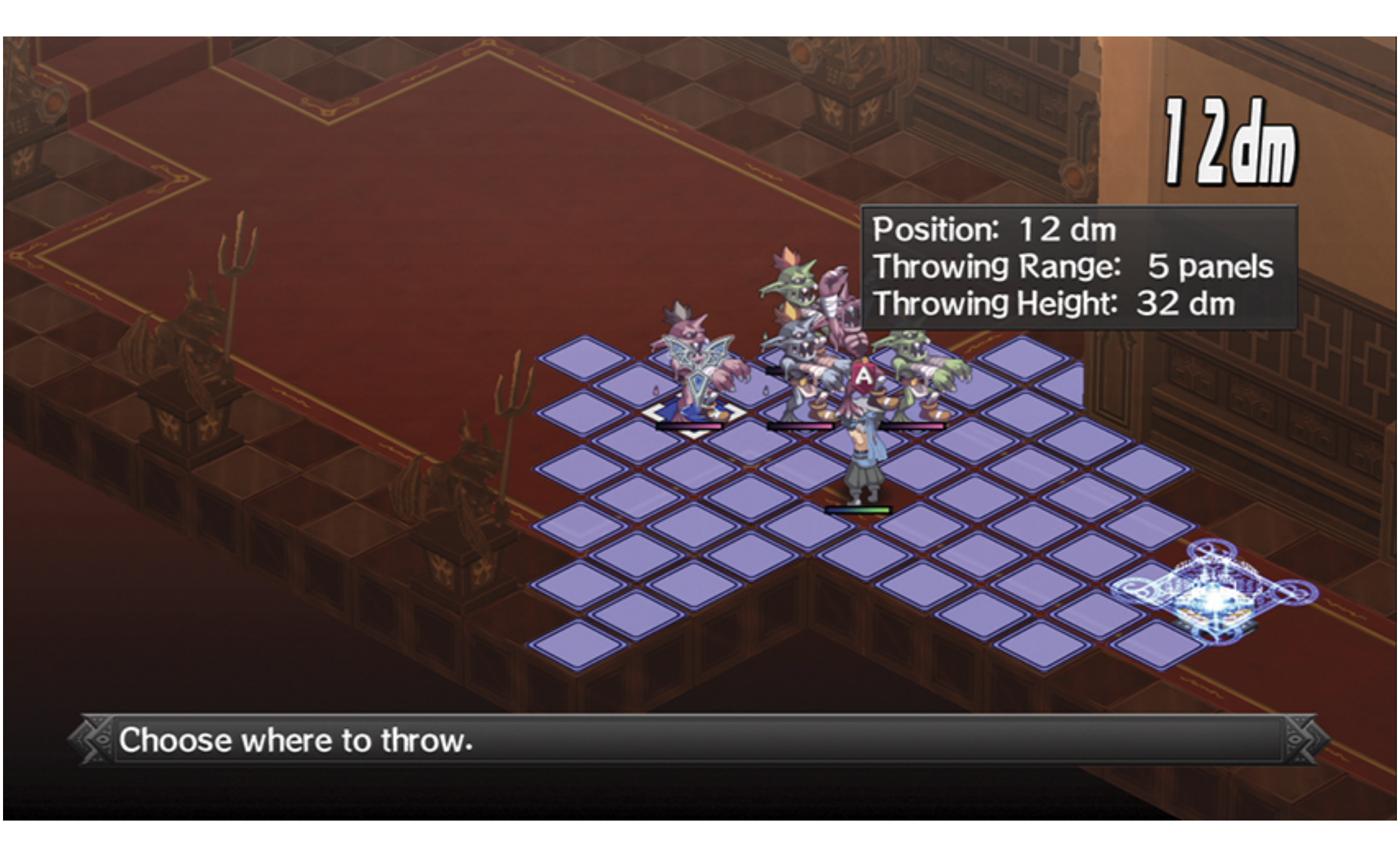


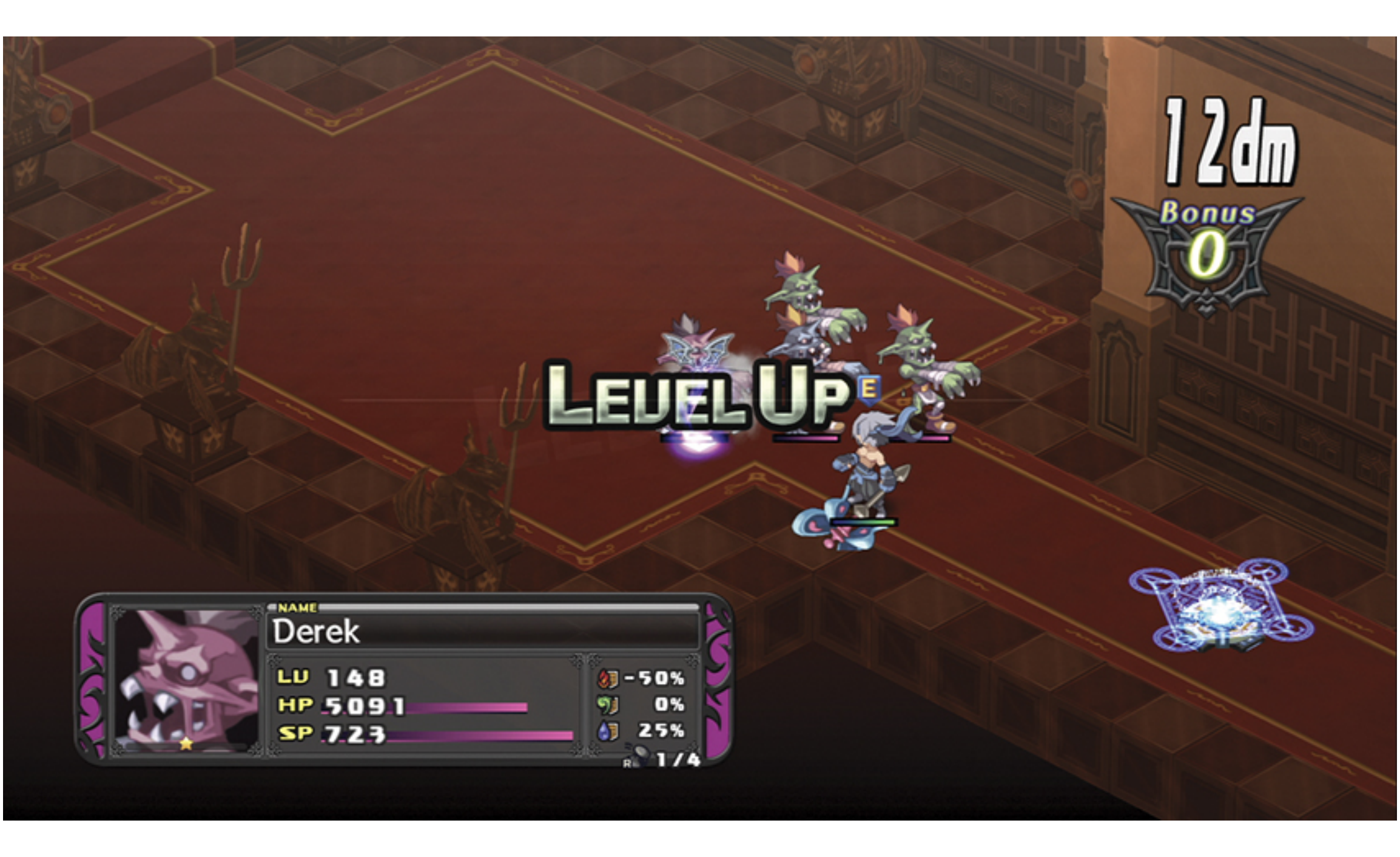
Any unit on the field can be Lifted and Thrown, unless there are Geo Effects in the area that are specifically prohibiting it. You can Throw your units across rivers or chasms, chuck an enemy across the map or off a cliff to delay its next action, use one character's action to fling another unit closer to where the fighting is taking place, toss around Wooden Boxes or Snowmen for use as improvised stepping stones, chuck an enemy into a group of your units to set up a Combo Attack, and more. The more you use Lifting and Throwing, the more uses you'll find for it.

You can get one of your characters to Lift another by either using the Lift command from your menu, which has a range of one panel, or by moving one of your characters into a friendly humanoid unit's square, where the stationary character will pick up the moving character. You can even have your characters Throw a unit at each other, and the targeted character will catch the Thrown unit.



You cannot Throw your characters at neutral or hostile units on the field, however, as the game simply marks that panel off as an invalid target. Sadly, you cannot force the enemy to give you piggyback rides.





If you Throw one enemy unit at another, things get weird. In a similar fashion to the Fusion Geo Effect, the Thrown enemy kills the target and instantly gains a number of levels equal to the level of the target. This happens whether you're Throwing humanoids at each other, monsters at each other, humanoids at monsters, or vice versa. For example, if you Lift and Throw a level 30 Warrior at a level 30 Martial Artist, you end up with a level 60 Warrior. If you replace the Warrior with a level 30 Spirit, you end up with a level 60 Spirit instead.

This can come in handy for power-leveling purposes, as you can combine several weak enemy units into a single strong one that's worth much more EXP and Mana when it's defeated.

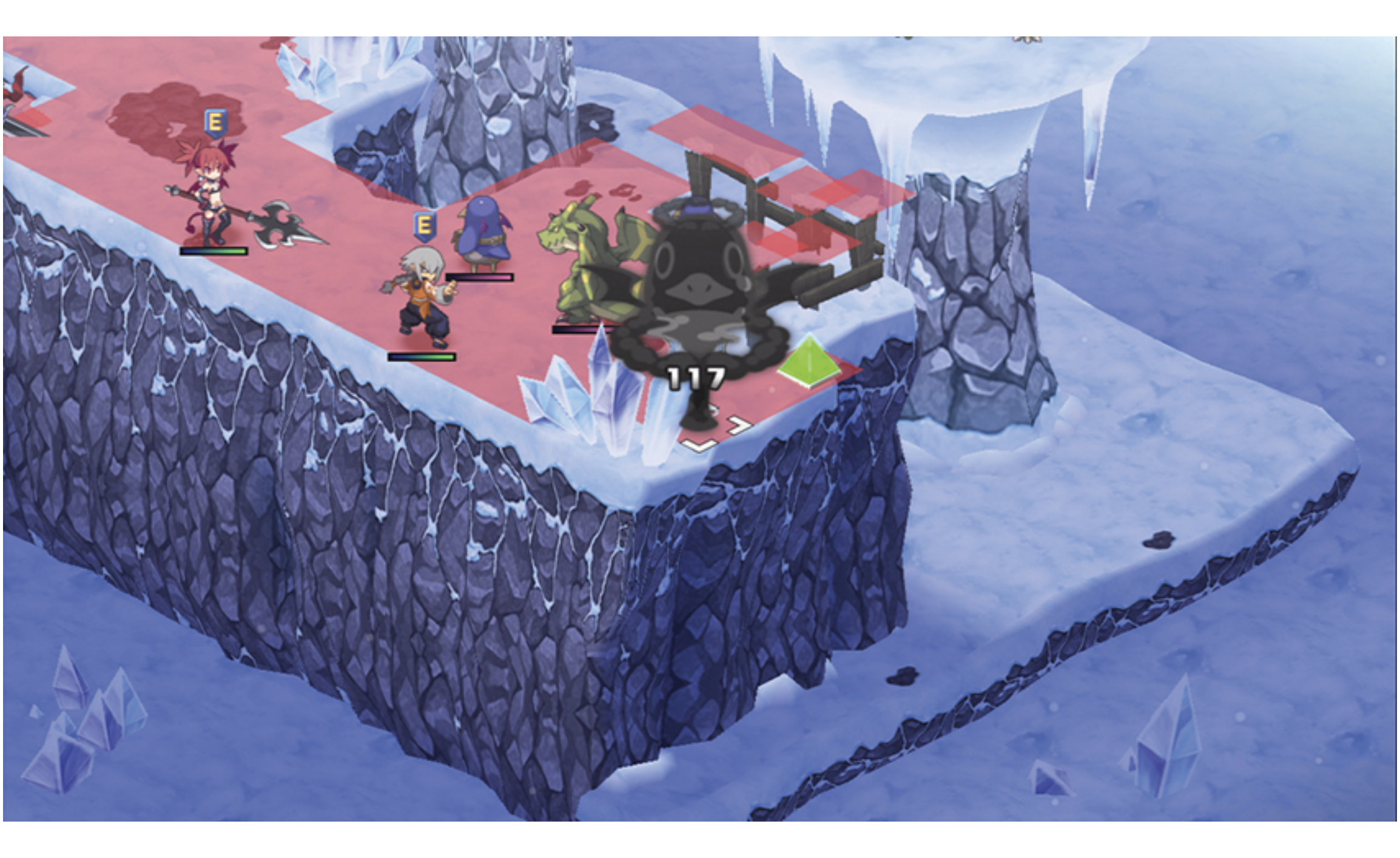
If one of your characters is holding an enemy unit when you end your turn, the enemy unit will inflict damage to the character holding it at the end of the next Enemy Turn. It's usually roughly equal to a normal attack, but even if it kills the character holding it, it does cost the enemy unit its action for the turn. If you're willing to sacrifice a character to do it, you can use this as a way to buy some time against particularly dangerous opponents.

Throwing Monsters

Monsters do not receive the Lift command at all. Instead, they get the Mount command, which is dealt with in the next section. You can have humanoid units Lift and Throw monsters, however.

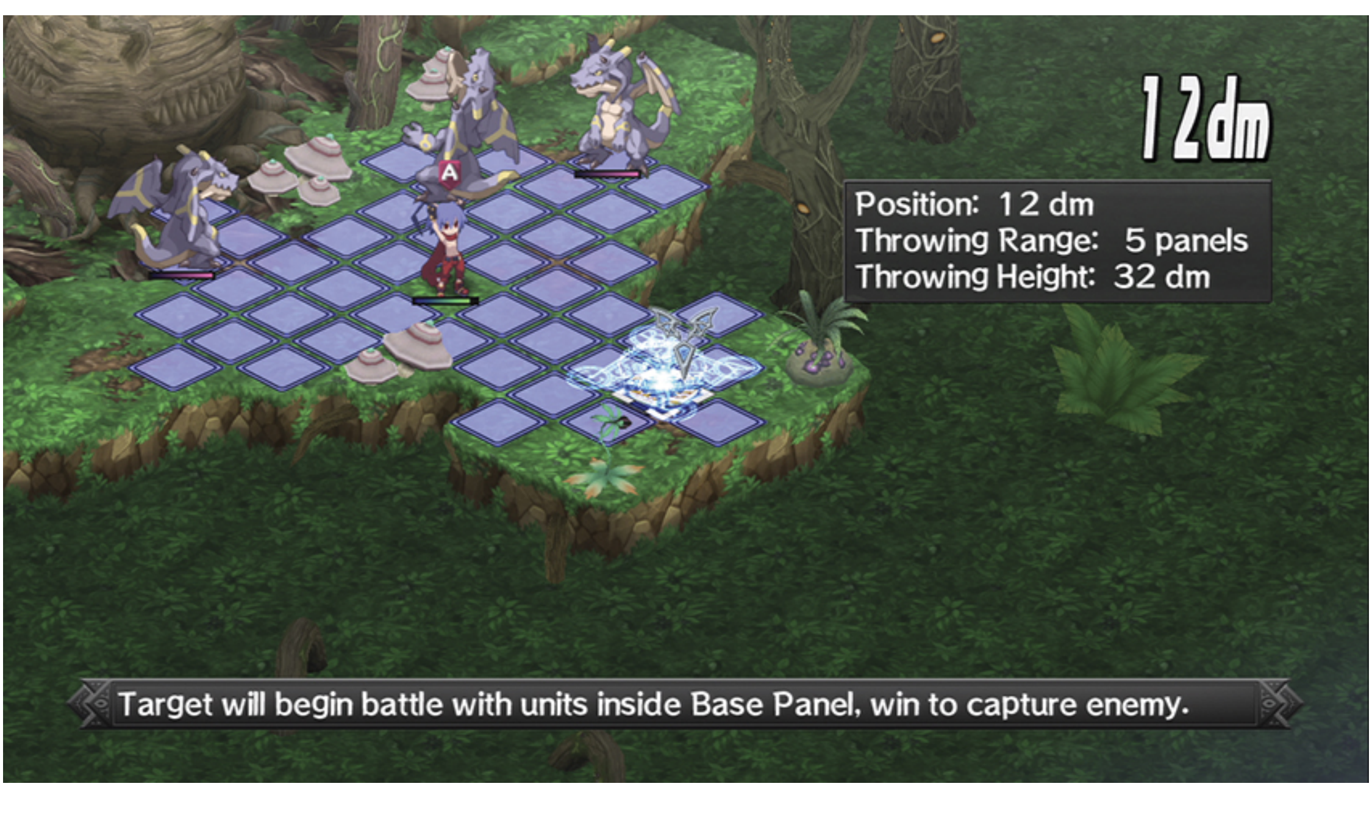
If you pick up and Throw one of your monster units at another one of your monster units, the monster you Threw will actually ricochet. It subsequently lands a number of panels equal to the target monster's Throw stat in the direction that the monster it bounced off was facing. If that isn't possible due to obstacles or the edge of the map, the monster will bounce off in a random direction, which can include going back to the humanoid that Threw it.

As with humanoid enemies, hostile monsters will fuse together if you toss one into another's square, resulting in a single monster with the sum of both monsters' levels.



The Prinny is, as usual, an exception to these rules. As long-time Disgaea fans know, Throwing a Prinny causes it to explode when it hits the ground, which instantly kills the Prinny while inflicting damage to any nearby units. The range and damage of the explosion are both determined by the Prinny's Evility. This means that you have the option to Throw an enemy Prinny to immediately get it off the board, but a Prinny killed by its own volatility doesn't give you any EXP, HL, or Mana.

An Offer They (Probably) Can't Refuse


12dm
Position: 12 dm
Throwing Range: 5 panels
Throwing Height: 32 dm
Target will begin battle with units inside Base Panel. win to capture enemy.

The enemy is wreaking havoc inside!

Enemy character was captured!

If you Lift an enemy and Throw it into the base panel, they end up in a pitched struggle against the currently inactive members of your roster. This can end in one of two ways: either the enemy is overcome and gets captured or they'll fight their way back out.

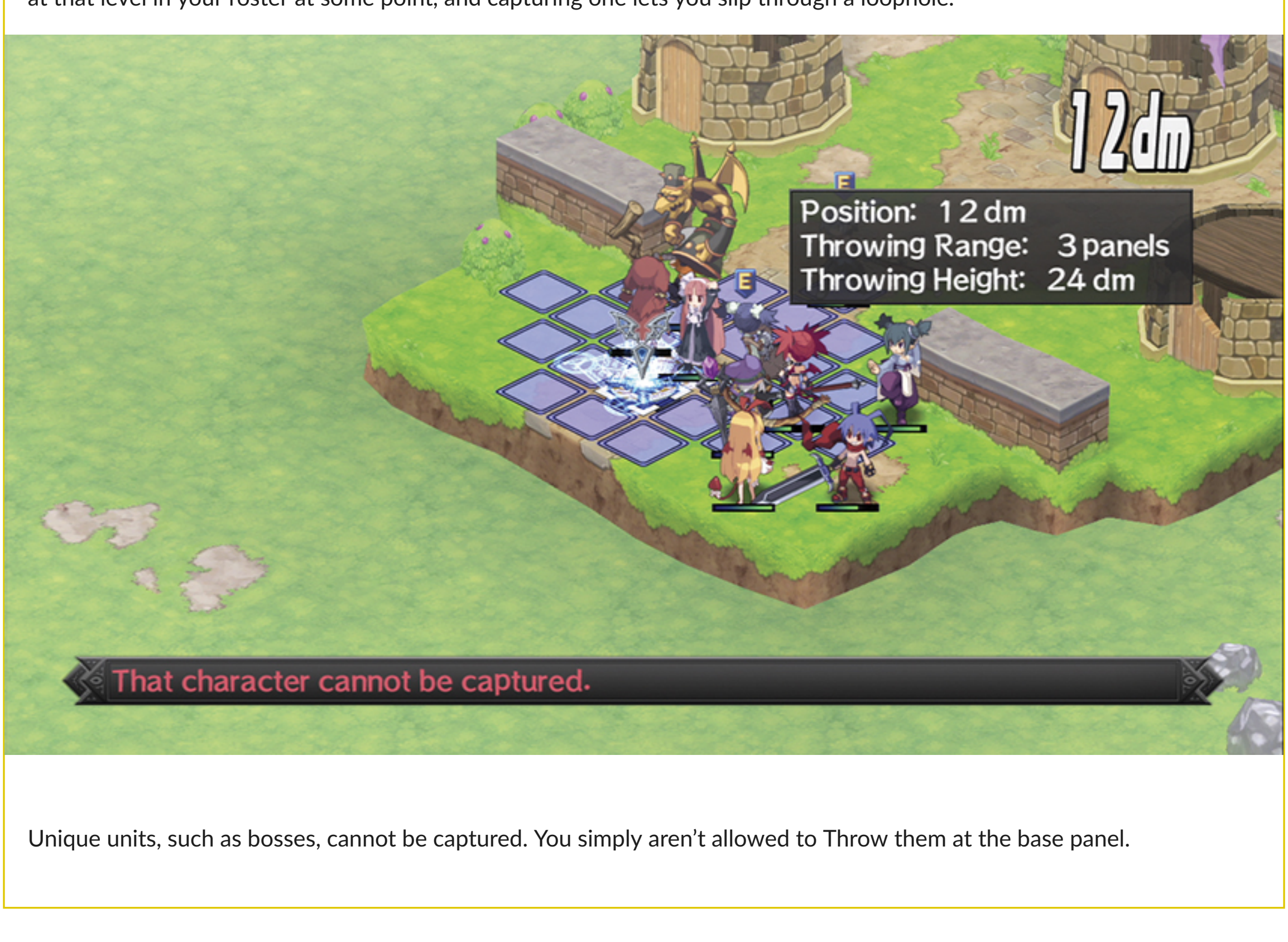
An enemy that is Thrown into the base panel enters a quick simulated combat with the characters who remain on your bench. If your characters win, the enemy becomes a friendly unit under your command after you clear the present map, although any items they had equipped at the time of their "recruitment" disappear. Some of your inactive characters may have taken damage or even been killed over the course of the fight.

The Base Panel has been destroyed!

If the enemy wins, it fights their way free of your base panel, destroying it in the process. Your base panel is gone for the duration of the current fight and you must continue onward with whatever characters you had deployed beforehand.

When you capture a unit, it can be deployed like any other character in any battle after the one in which you captured it. It enters your service with no weapons or armor, regardless of whether it had them when you captured it, and at zero Mana. You can change its name, color, and Evility at the Dark Assembly like any other unit.

One sneaky use for this feature is to deliberately capture higher-level units in order to unlock the better ranks of a job. You don't have to manually level characters to get to a job's higher ranks; you just have to have a character with that job at that level in your roster at some point, and capturing one lets you slip through a loophole.



Unique units, such as bosses, cannot be captured. You simply aren't allowed to Throw them at the base panel.

Tower Throws

ATTACK ENTRY
Critical!
Nick!
507
396
TOTAL DAMAGE 7212

As you'll probably notice, a single humanoid character can hold only one other character at a time, but a character that he or she is holding doesn't count against that limit. You can use this to create a "tower" of your units, with up to ten humanoid characters standing on each other's shoulders. This is necessary to clear several stages in the story missions.

In the event that an enemy attacks the participants in your tower, the enemy can only inflict damage on the character standing at its base. If that character dies, he or she disappears and the next character in the tower drops down to form the new base. However, spells that specifically inflict a status ailment such as Poison will spread their effects to every character in the tower.

If you build a tower, you can then have every character in it from the bottom up choose the Throw command to propel whomever they're holding across the map. If you do this in sequence, you can cover a large amount of ground and even bypass certain obstacles, such as chasms or inconvenient Geo Effects.

There are a couple of drawbacks to using a tower throw that you need to take into account. One is that it takes some time to set up, obviously; you need a turn to make the tower, a turn for all the characters in it to throw each other around, and on the third turn, you can finally start to take action. The other disadvantage is that a tower throw tends to leave its participants scattered across the map. You need to plot out your positioning ahead of time to ensure that you don't accidentally end up leaving vulnerable targets in the middle of enemy territory without support.

Getting ten characters into the same tower unlocks the Stacking the Deck Trophy. Monsters cannot participate in a tower at all unless they're at the top.

Tower Attacks

ATTACK ENTRY
5
TOTAL DAMAGE 218

You may notice that if there's an enemy unit within a few panels of one of your towers, the unit at the base of the tower can still use the Attack command. This is what's called a tower attack, and it involves every character in a tower teaming up to punch somebody out.

A tower attack can be a great way to level characters, since it works in much the same way as Team-Up Attacks do. Every participant in a tower attack that kills an enemy unit earns the same amount of EXP and Mana, so you can roll around a stage with a level 100 character carrying around a stack of level 1 characters and take on all the enemy units one at a time to level the lowbies.

Tower Skills

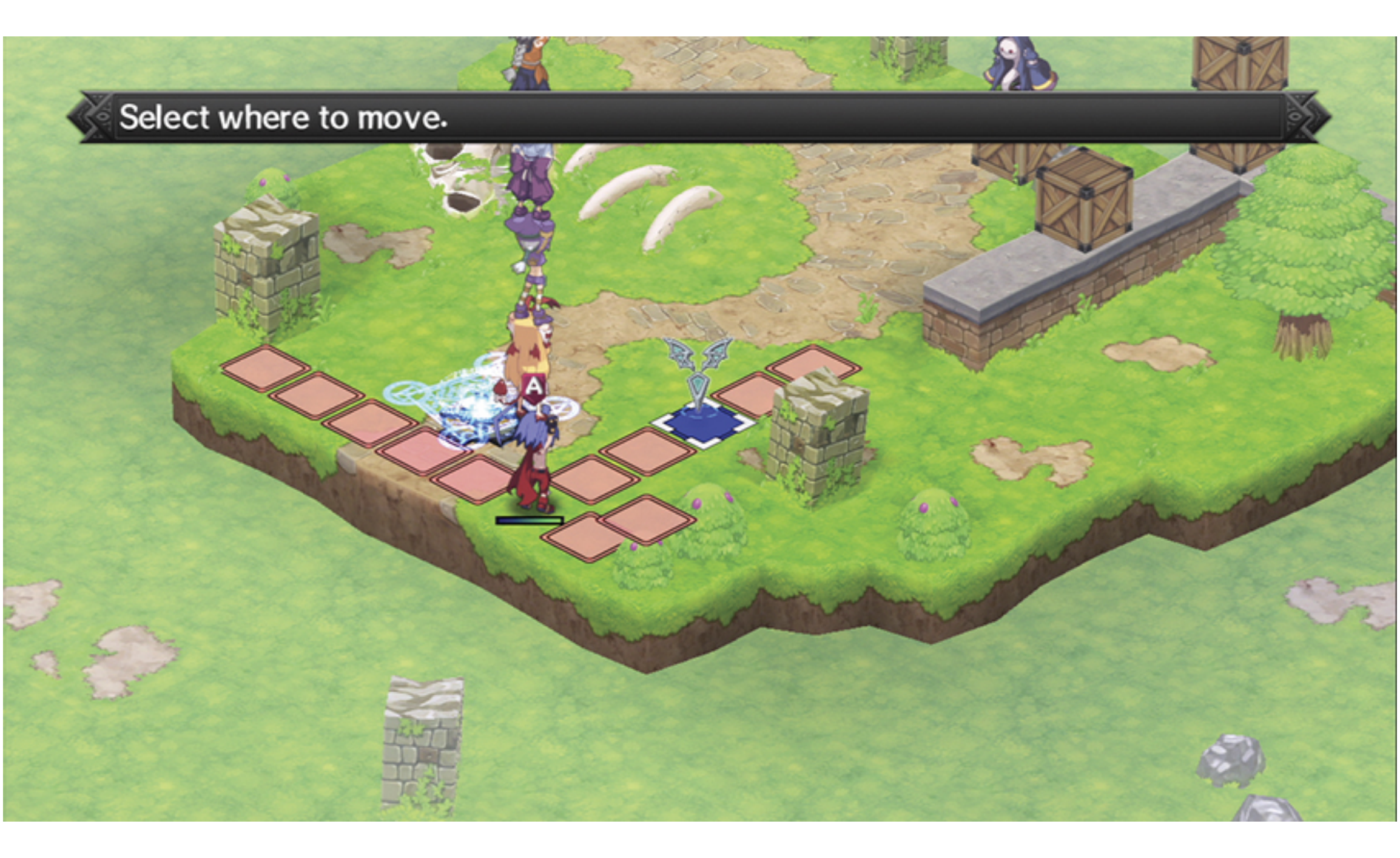
By using tower attacks, you can gradually unlock seven Tower Skills. These are Skills that can only be used if a character is in a tower, and several require a tower of a certain height before they can be used at all.

ATTACK ENTRY
Tower Hamster

Most of the Tower Skills are fun to use if not particularly useful, since you're giving up the individual actions of every participant in the tower in favor of taking one big move. The attack Skills like Tower Hamster are very powerful, but they're basically canned Combo Attacks and thus can only be used against a single target.

Tower Throw is an exception, as it's one of the most powerful movement abilities that you can get. When you use Tower Throw, the topmost participant in your tower is immediately launched to the target panel, just as with a normal Throw. The difference here is that the range of Tower Throw scales with the number of characters participating in the tower, to a maximum of 18 panels. This makes it one of the longest-range skills in the game, since there aren't many stages in D2 that are much bigger than 18 panels wide. Its biggest advantage over the old-school manual tower throw, of course, is that it doesn't leave you with characters scattered all over the map when you use it.

You can use Tower Throw to rapidly progress through the Item World by launching characters right next to the Mystery Anchor or to drop your characters right next to crucial targets such as Geo Symbols or enemies that are providing a problematic Evility. It can be tricky to use, since you end up wasting a couple of turns getting the tower into position and have to spend at least one more to break the tower apart, but when you need to get someone into a distant position and you don't want to run the risk of sacrificing half of your roster to do it, Tower Throw is your best option.



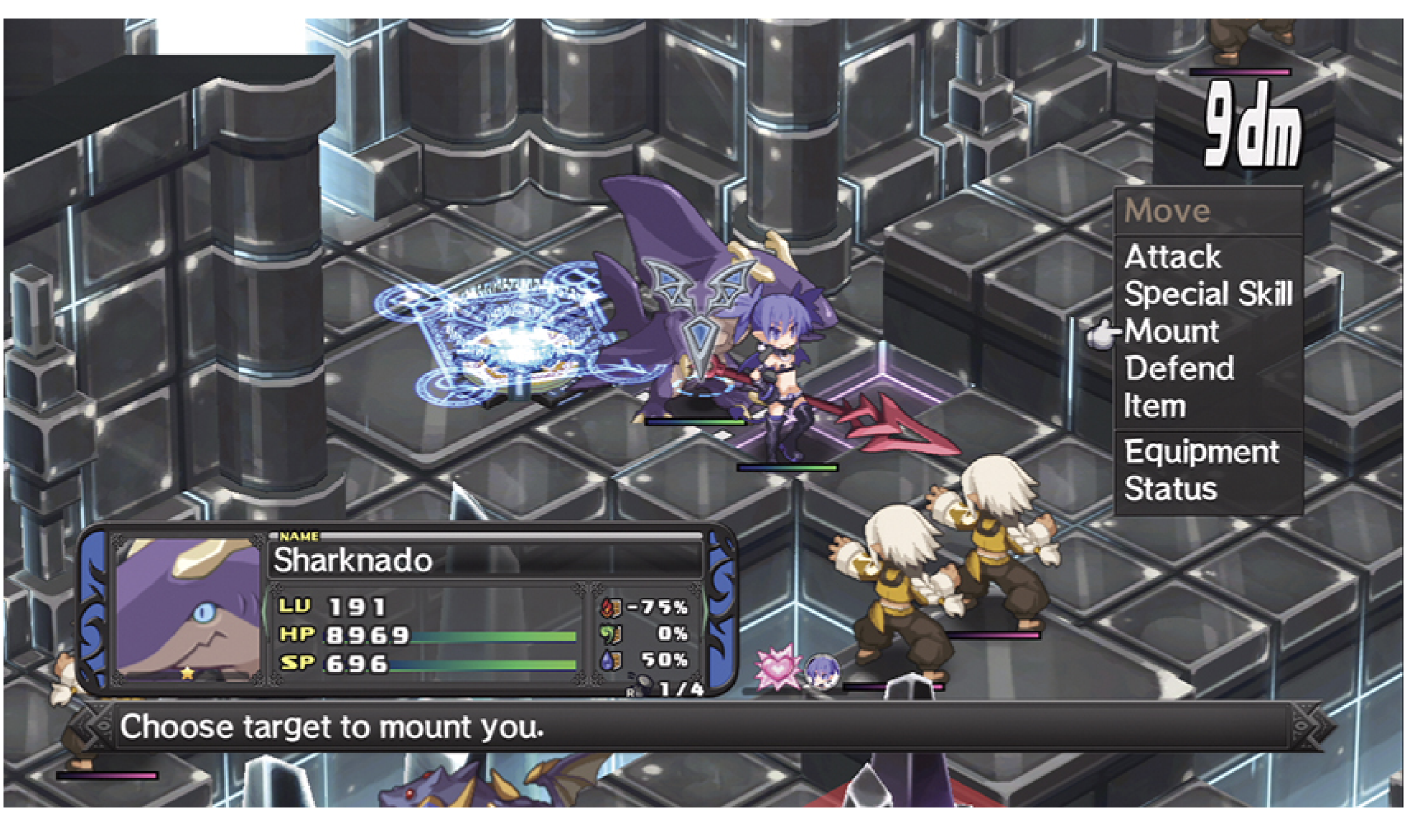
You should also make sure that all of your active humanoid characters pick up Tower Move, if only because it looks ridiculous. Ordinarily, a character in a tower can't move, but by using Tower Move, they can go short distances in a straight line by flipping over the tower. You'll end up with the character who was previously on top of the tower on the bottom, and vice versa.

Unlocking Tower Skills is surprisingly quick. Find a stage that has a few reasonably durable monsters near its base panel, such as Silver Witch in Episode 2, and form a tower with 10 of your characters. Use tower attacks on nearby enemies until you unlock Tower Move, then simply use that to go back and forth across the stage until you start unlocking more Skills. It's a surprisingly fast process, particularly if you turn up the rate at which you learn Skill experience in the Cheat Shop.

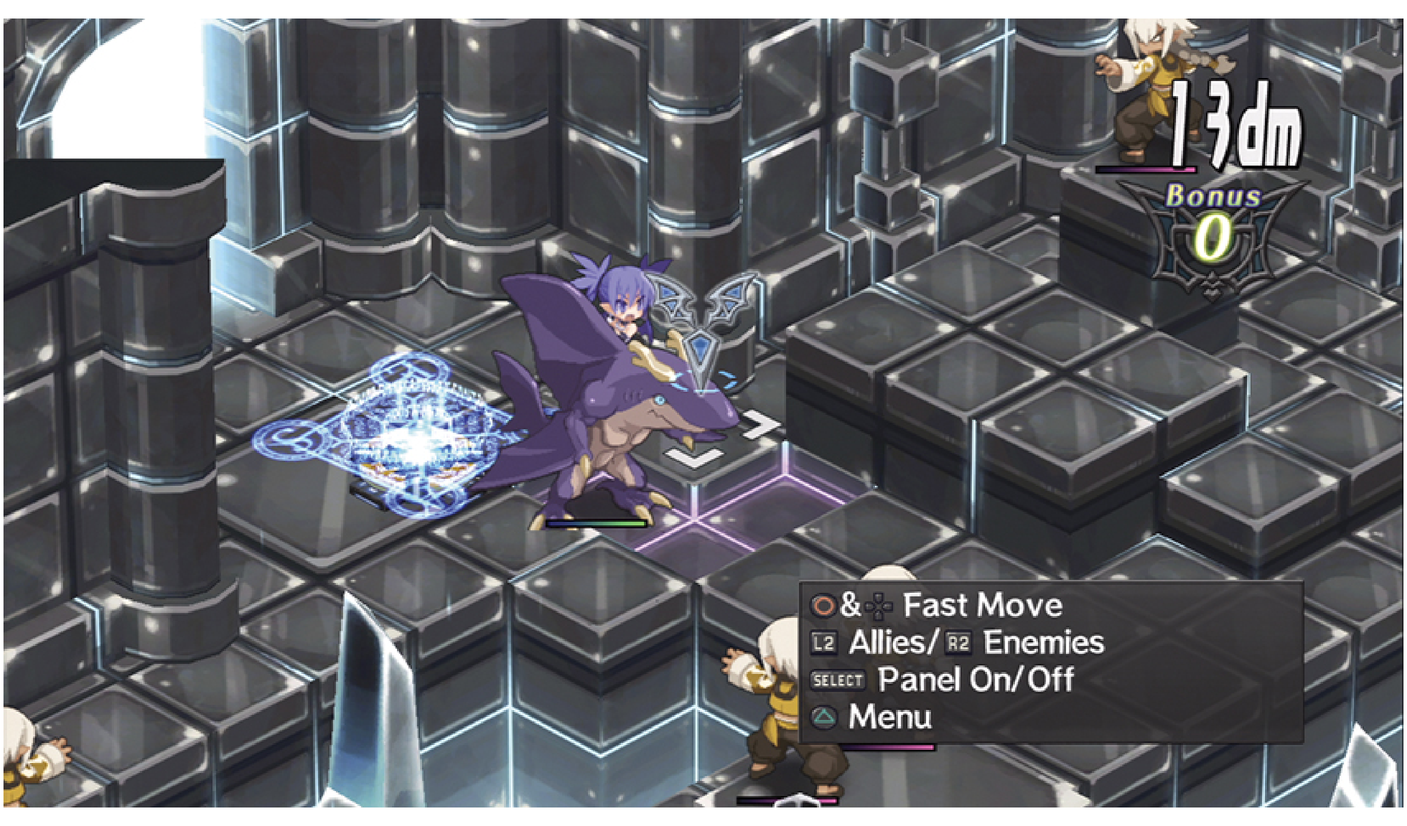
Watching the animations for Tower Skills counts toward the requirements for unlocking the Special Voyeur Trophy.

Monster Riding

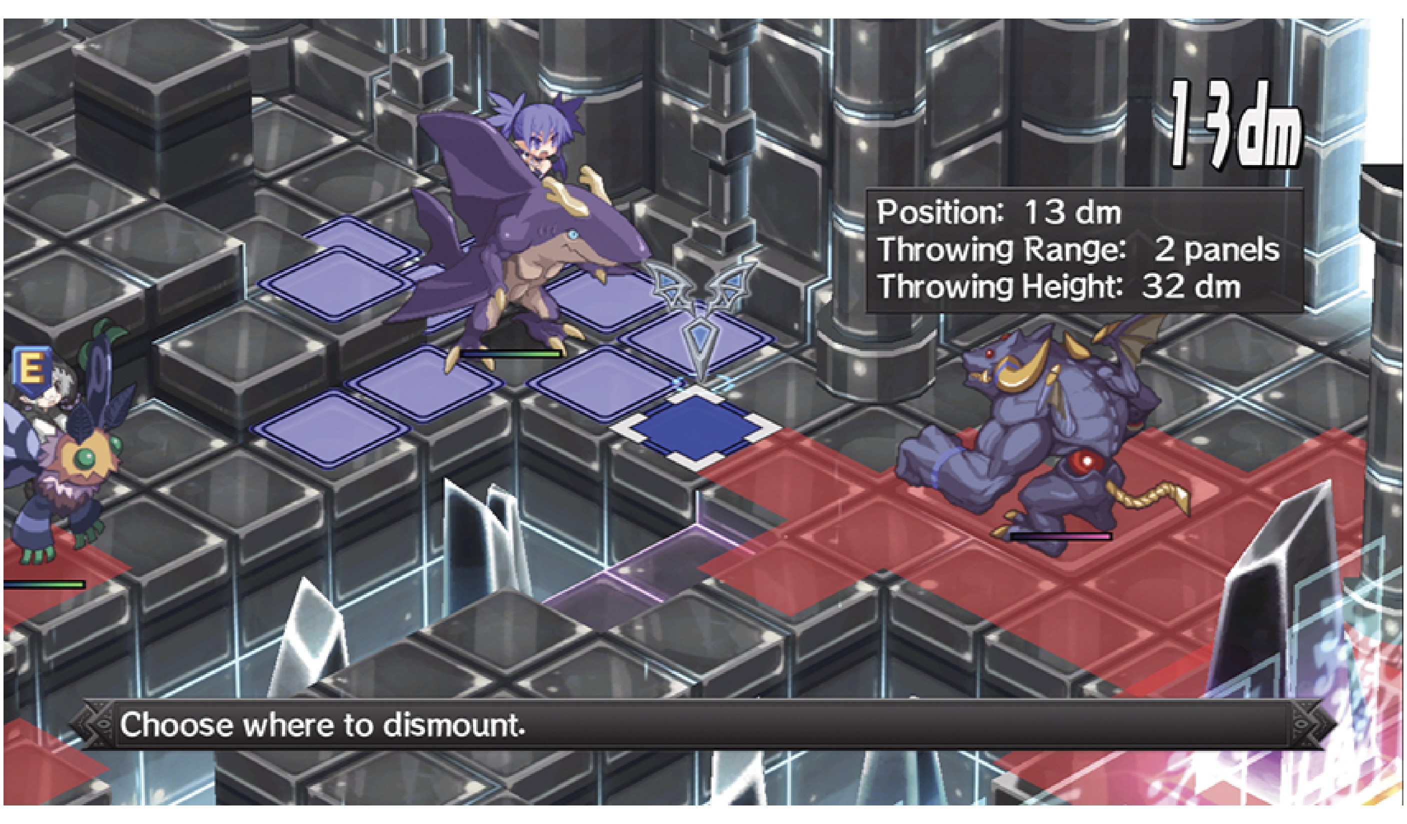
As noted before, your monster units cannot Lift or Throw, but they have their own advantages. When a monster is in an adjacent panel to a friendly humanoid unit, the monster can use the Mount command to pick up that humanoid and put him or her on its back, which effectively combines the monster and humanoid into a single unit. The Mount command is disabled by No Lifting Geo Effects, much in the same way as Lift is.


9dm
Move
Attack
Special Skill
Mount
Defend
Item
Equipment
Status
NAME
Sharknado
LV 191
HP 8969
SP 696
-75%
0%
50%
1/4

Choose target to mount you.

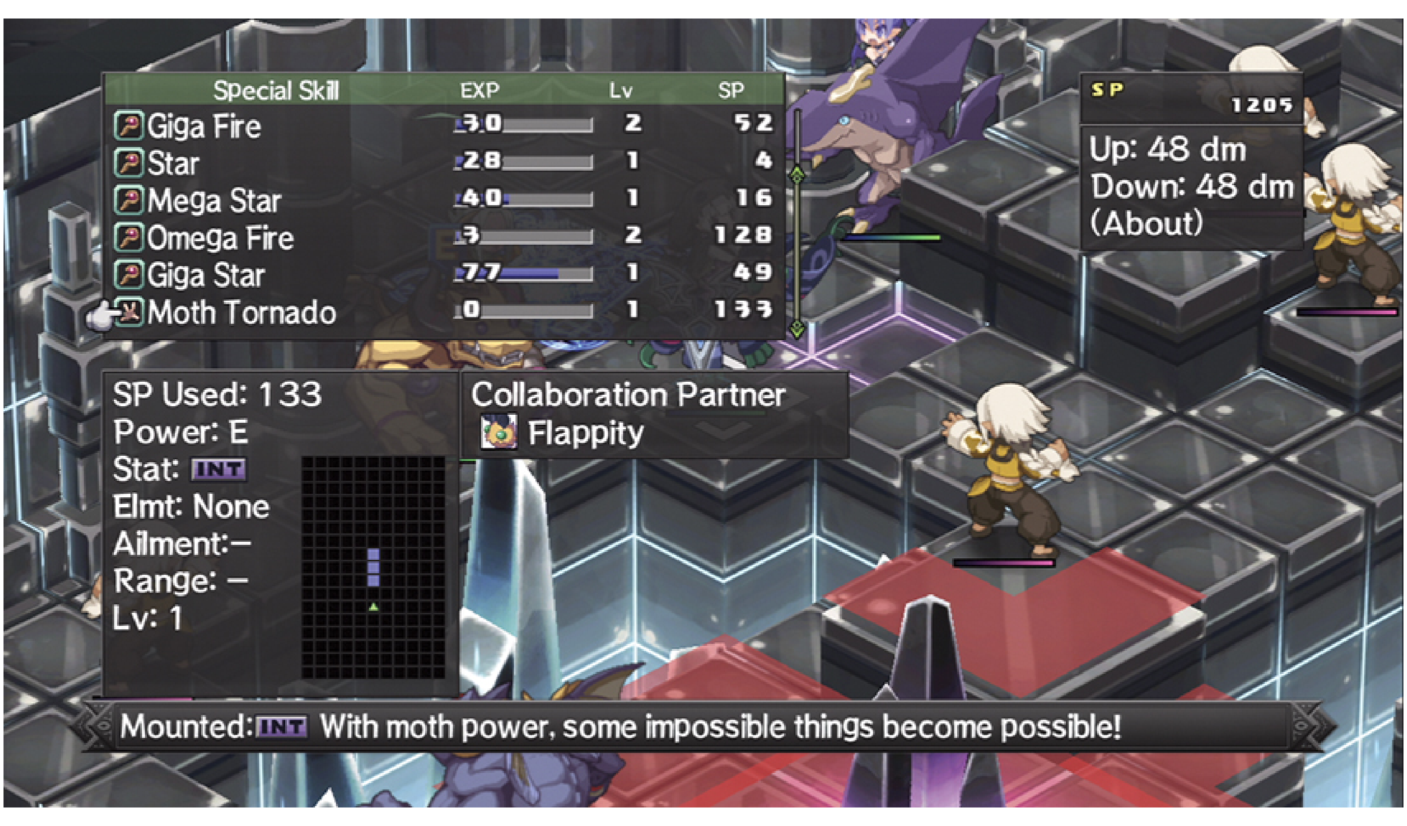

13dm
Bonus
0
& Fast Move
L2 Allies/ R2 Enemies
SELECT Panel On/Off
Menu

You can throw a rider off a monster's back with the Dismount command. In practice, Mount and Dismount can be made to work a bit like Lift and Throw does, but it isn't quite as useful. Regardless of the monster's Throw stat, Dismount only has a range of two panels, and monsters still can't participate in a tower throw.



Position: 13 dm
Throwing Range: 2 panels
Throwing Height: 32 dm

Choose where to dismount.



Special Skill	EXP	Lv	SP
Giga Fire	30	2	52
Star	28	1	4
Mega Star	40	1	16
Omega Fire	3	2	128
Giga Star	77	1	49
Moth Tornado	0	1	133

Up: 48 dm
Down: 48 dm
(About)

SP Used: 133
Power: E
Stat: INT
Elmt: None
Ailment: –
Range: –
Lv: 1

Collaboration Partner
Flappity

Mounted: INT With moth power, some impossible things become possible!

During a monster ride, the monster does most of the work. The rider can cast spells, but the monster cannot use anything other than its Mounted Skill and the rider cannot use Weapon Skills. Any Skills used or spells cast while the monster has a rider are deducted from the rider's SP pool, and if you use the basic Attack command, you'll use the rider's weapon and stats. A monster with a rider cannot join in on Team-Up Attacks, but can still use Counterattacks.

If the monster and rider are attacked, damage is calculated against the monster's DEF, RES, SPD and HP. The rider takes no damage until such time as the monster is killed, at which point the rider is dismounted and lands on the panel where the monster was standing. If a mounted unit defeats an enemy, both the monster and the rider receive an equal amount of EXP and Mana, just as if they'd individually struck the killing blow.

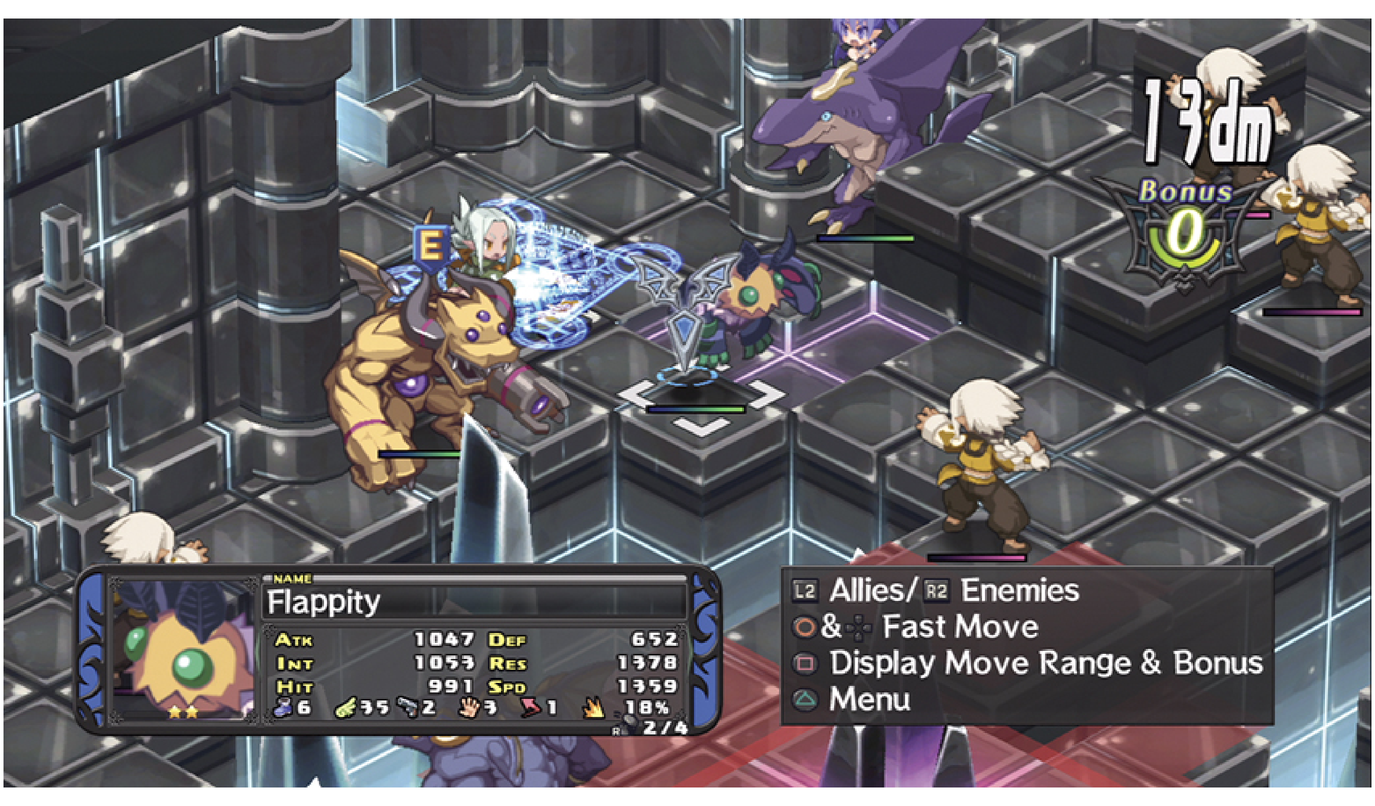
ATTACK ENTRY
Jumpin' Jack

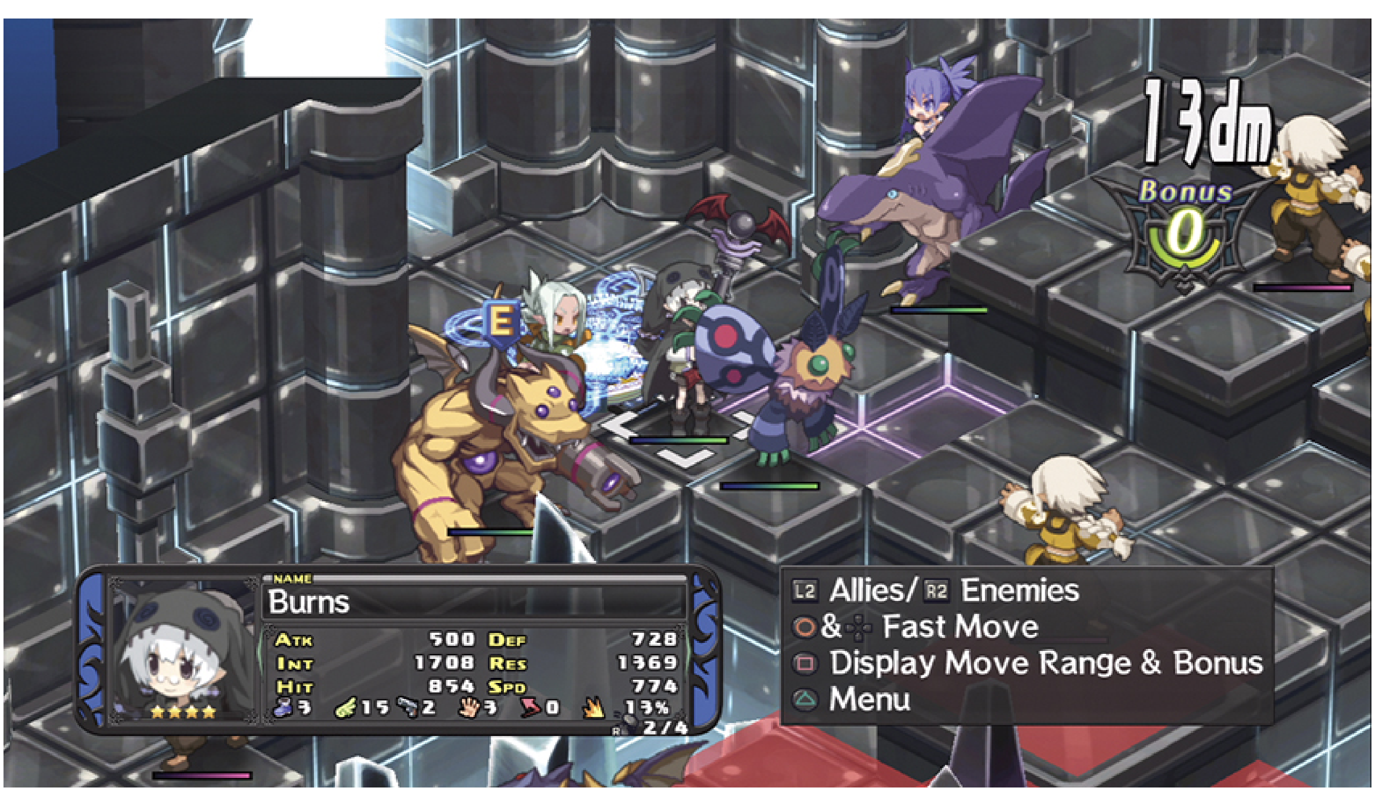
Finally, a monster with a rider has access to the monster's Mounted Skill. This is an attack unique to the monster's species that typically has greater power, longer range, and/or a wider area of effect than standard Skills.

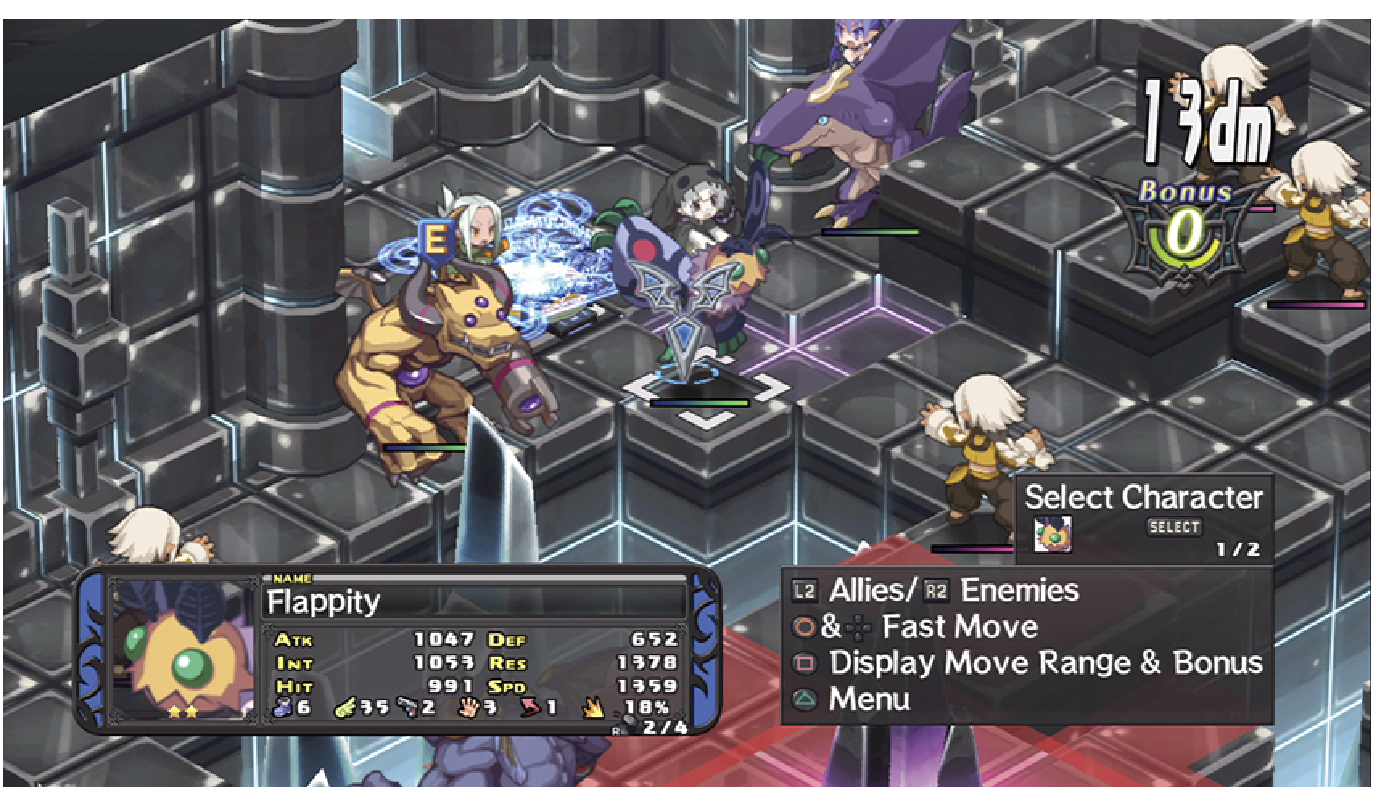
As with other Skills, the Mounted Skill works off the monster's base stats, such as ATK or INT, to determine its damage. It then receives a multiplier based upon the Likability rating the monster has with the character riding it.

- 0 Hearts: 5%
- 1 Heart: 10%
- 2 Hearts: 20%
- 3 Hearts: 40%
- 4 Hearts: 70%
- 5 Hearts: 100%

With a bit of forethought, you can use a monstrous mount to compensate for many humanoid characters' shortcomings and create a single unit that's worth much more than the sum of its parts. For example, a Magician has lousy Move and Jump stats, which can often limit his effectiveness on stages that require a lot of movement, as he's always a few steps behind the front line. If you pair him with a Mothman, which has very high innate Move and Jump, you end up with a combined unit that combines all the mobility of the Mothman with full access to the Magician's spells.


13dm
Bonus
0
E
NAME
Flappity
ATK 1047 DEF 652
INT 1053 RES 1378
HIT 991 SPD 1359
6 35 2 3 1 18%
2/4
L2 Allies/ R2 Enemies
& Fast Move
Display Move Range & Bonus
Menu

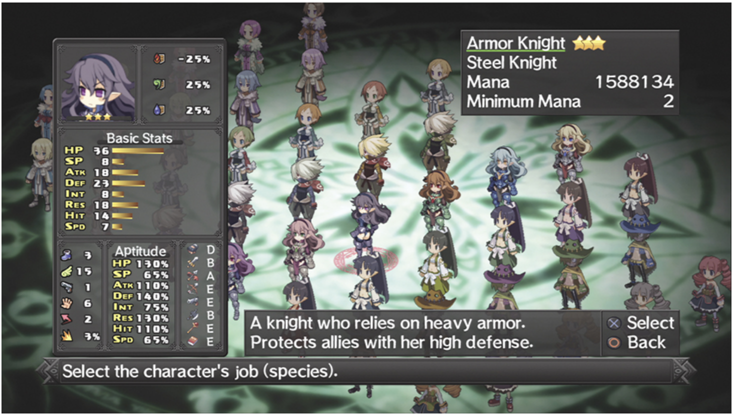

13dm
Bonus
0
E
NAME
Burns
ATK 500 DEF 728
INT 1708 RES 1369
HIT 854 SPD 774
3 15 2 3 0 13%
2/4
L2 Allies/ R2 Enemies
& Fast Move
Display Move Range & Bonus
Menu


13dm
Bonus
0
E
Select Character
SELECT
1/2
NAME
Flappity
ATK 1047 DEF 652
INT 1053 RES 1378
HIT 991 SPD 1359
6 35 2 3 1 18%
2/4
L2 Allies/ R2 Enemies
& Fast Move
Display Move Range & Bonus
Menu

The first time you have a character use the Mount command, you'll receive the Baby's First Ride Trophy. Using a Mounted Skill unlocks the 2 Become 1 Trophy. Finally, if the rider and the monster have a five-heart Likability rating with each other, use a Mounted Skill to get the Public Display of Affection Trophy.

The Basics

Character Creation



-25%
25%
25%

Basic Stats

HP	36	
SP	8	
ATK	18	
DEF	23	
INT	8	
RES	18	
HIT	14	
SPD	7	

		Aptitude		
3		HP	130%	D
15		SP	65%	B
1		ATK	110%	A
6		DEF	140%	E
2		INT	75%	E
3%		RES	130%	B
		HIT	110%	E
		SPD	65%	E

Armor Knight ★★★
Steel Knight
Mana 1588134
Minimum Mana 2

A knight who relies on heavy armor.
Protects allies with her high defense.

Select the character's job (species).

Early in Episode 1, you'll get back from the field to discover that the Dark Assembly has reopened. In addition to all the other options it provides, this also means you can create new characters for your army.

You can have a maximum of 100 characters on your roster at any given time. Even if you make one of every generic class and recruit every available character in the Post-Game, that's only 58 slots. That leaves you with a lot of room for experimentation.

D
31dm
Bonus
0

○& Fast Move
L2 Allies/ R2 Enemies
SELECT Panel On/Off
△ Menu

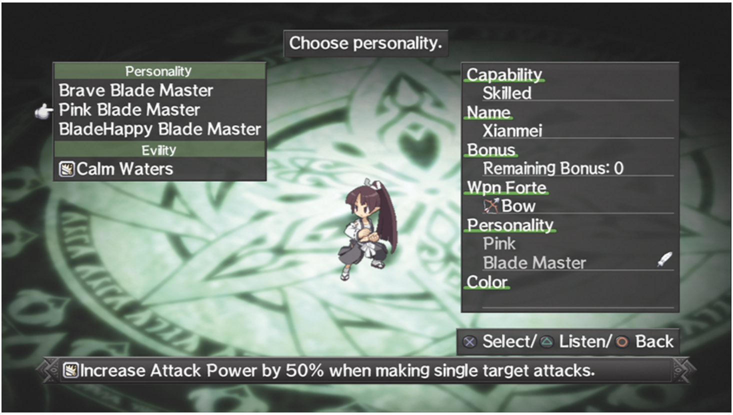
A “standard” group that would can you through the story would consist of Laharl, Etna, Flonne, a Thief (for ranged support and swiping enemies’ equipment with Stealing Hand), an offensive spellcaster (a Witch, Magician, or Spirit), a defensive spellcaster (Sicily, Lanzarote, a Sea Angel, Priest or Cleric), an Armor Knight, and three assorted combatants to taste. If you prefer ranged combat, use an Archer, Gunner, Rifle Demon, or a Valkyrie with a Bow; if you like to mix it up in melee, use a Fight Mistress, Martial Artist, Evil Dragon, or a Warrior with an Axe.

The game does reward you for having a central cast of 10 to 12 go-to characters, mostly through the Demon Connect system and Weapon Mastery, but it’s worth the time to create and maintain a B-team. You can use your second-stringers to explore the early floors of the Item World, keeping your main characters fresh for the harder levels of the dungeon, and keep a few specialized units, such as Onmyo Monks or Magic Knights, around for situations where they’ll shine.

Mana and Bonus Points

To make a character, you’ll need to have some Mana. This is obtained only by defeating enemies in combat, which means your main damage-dealers will usually have it coming out of their ears and your support classes won’t have much at all.

When you create a character, you first spend Mana on its rank, then its Capability. Most of the time if you’re creating a brand-new character, you can create it only at rank 1 anyway.



Choose personality.

Capability
Skilled
Name
Xianmei
Bonus
Remaining Bonus: 0
Wpn Forte
Bow
Personality
Pink
Blade Master
Color

Increase Attack Power by 50% when making single target attacks.

Capability is a little trickier than it looks. You can make a completely throwaway unit for 1 Mana, but it’ll be a Good-for-Nothing and you must subtract five points from its HP, SP, ATK, DEF, HIT, INT, RES, or SPD before it can be created. To make successively better units that actually receive bonuses to their stats, you must spend increasingly large sums of Mana.

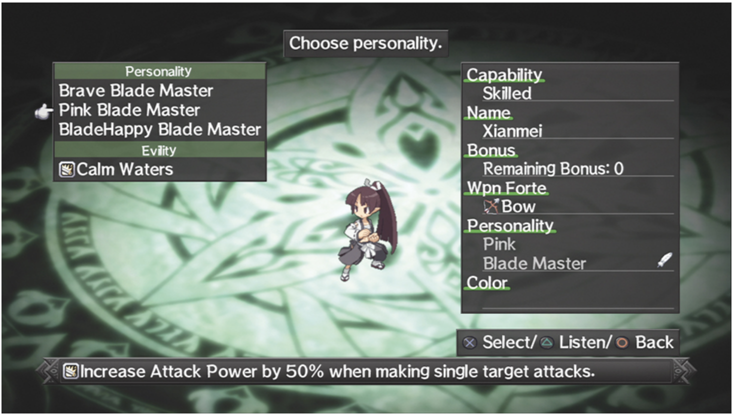
Making a unit with a Capability of Distinguished or Genius requires you to call a meeting of the Dark Assembly to order. This generally isn’t worth the associated expenses, such as bribing Senators for votes or paying them off to push a failed bill through, particularly early in the game when you don’t have much in the way of resources. You can always make up for the lack with Reincarnation (see below) further down the line, as a Distinguished or Genius Reincarnation does not require the Dark Assembly’s input.

At first glance, it may not seem to be worth the Mana to create a character that's better than Incompetent. This is a game where a character can grow to have stats in the millions, after all, so a few points at level 1 don't seem like a big deal.

What the game doesn't tell you is that a character's base stats at level 1 determine its stat growth. The stats that each character accumulates with each level are not additive; they're multiplicative, and the more Bonus Points you have to spend at level 1, the better that character's stats will be as it levels up. Keep that in mind when you're spending your Bonus Points, as you can use a couple here and there to shore up what will eventually be the character's weaknesses. A point or two that you assign to a weak stat now can save you some time and a lot of damage down the road.

Note that a monster takes 20% more Mana to create than a humanoid unit does. This is clearly due to discrimination in the ranks at the Dark Assembly and our lawyers are investigating.

Evilities



Capability
Skilled
Name
Xianmei
Bonus
Remaining Bonus: 0
Wpn Forte
Bow
Personality
Pink
Blade Master
Color

Increase Attack Power by 50% when making single target attacks.

When you create a character, you must select an Evility. This is a quality possessed by the character that provides powerful and/or unique advantages to your team.

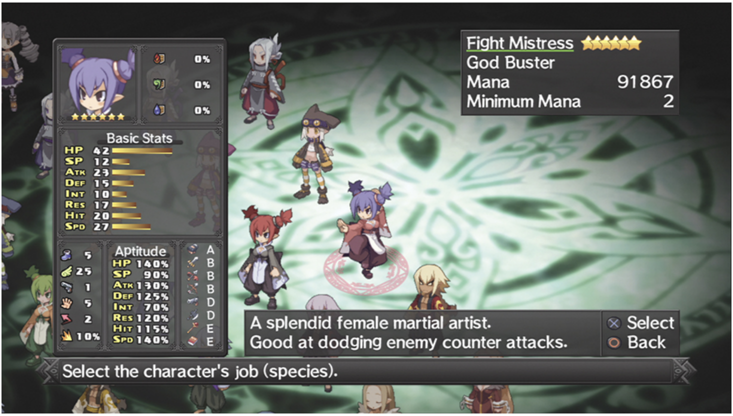
Unique characters, such as Laharl and Etna, also possess unique Evilities that cannot be changed. Generic characters, on the other hand, can pick one of three Evilities that are determined by their job or species.

In past Disgaea games, and in similar strategy titles from NIS, there's generally a point at which generic characters get outclassed or made obsolete by late-game recruits or other jobs. Due to the Evility system, such is not the case in D2. Depending on the Evility and the job in question, the Evility can be anything other than a significant modifier to a character who is already useful or a powerful enough asset that it justifies the character's creation by itself. For discussion of specific Evilities.

Under ordinary circumstances, Evilities are one to a customer. It takes a bit of work and a lot of Mana, but it's possible to remove an Evility from one character to give it to another. This involves maxing out those two characters' Likability with each other via the Demon Connect system, then passing a very expensive bill in the Dark Assembly.

Generic characters can swap between their job's three available Evilities at any time by visiting the Dark Assembly. The option for doing so is "hidden" behind the option for changing a character's personality; once you pick a voice you can then pick a new Evility. This does not cost Mana.

Promotion



Fight Mistress ★★★★★
God Buster
Mana 91867
Minimum Mana 2

Basic Stats	
HP	42
SP	12
Atk	23
Def	15
Int	10
Res	17
Hit	20
Spd	27

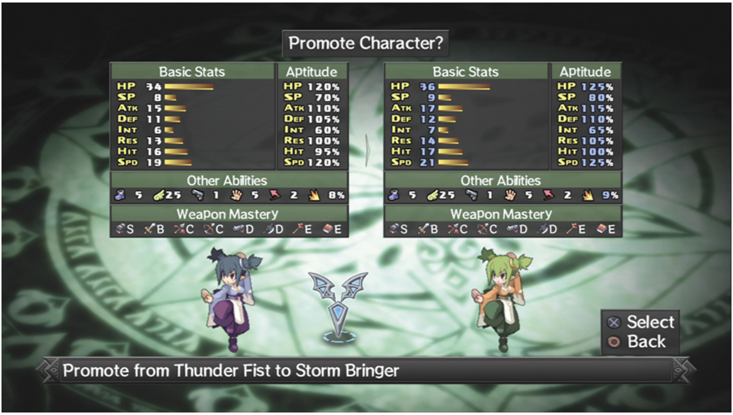
Aptitude	
HP	140%
SP	90%
Atk	130%
Def	125%
Int	70%
Res	120%
Hit	115%
Spd	140%

A splendid female martial artist.
Good at dodging enemy counter attacks.

Select the character's job (species).

New ranks of a job become available as a character with that job reaches certain levels. The sixth rank is the best and final incarnation of that job, with the best stat growths and the highest Aptitudes.

When you unlock a new rank, you'll be notified at the end of the stage you're currently on. At that point, you can take the character to the Dark Assembly and use the Promotion command to advance it to the next rank. This doesn't require you to pass a bill.



Promote Character?

Basic Stats		Aptitude	
HP	34	HP	120%
SP	8	SP	70%
Atk	15	Atk	110%
Def	11	Def	105%
Int	6	Int	60%
Res	13	Res	100%
Hit	16	Hit	95%
Spd	19	Spd	120%

Basic Stats		Aptitude	
HP	36	HP	125%
SP	9	SP	80%
Atk	17	Atk	115%
Def	12	Def	110%
Int	7	Int	65%
Res	14	Res	105%
Hit	17	Hit	100%
Spd	21	Spd	125%

Promote from Thunder Fist to Storm Bringer

There's no downside to promotion other than that it costs Mana. Once a character gets promoted, it instantly gains the higher Aptitudes, Weapon Masteries, and base stats of the new rank. Promotions cost 100, 200, 300, 400, and finally 500 Mana for the sixth rank of a job.

Unique characters, such as Laharl, Etna, and Flonne, don't have higher ranks of their "jobs." (What's higher than Overlord, anyway? Over-Overlord?) As compensation, their stat growths and Aptitudes (see below) are higher on average than your generic units' are, they get powerful unique skills that cannot be taught to other characters, and they don't have as many restrictions on Reincarnation (again, see below). The difference between a unique character and a generic character in D2 is usually a question of a jack-of-all-trades vs. a specialist; generic characters tend to be very good at what they do but have glaring weak spots, while unique characters are more balanced.

Job Security

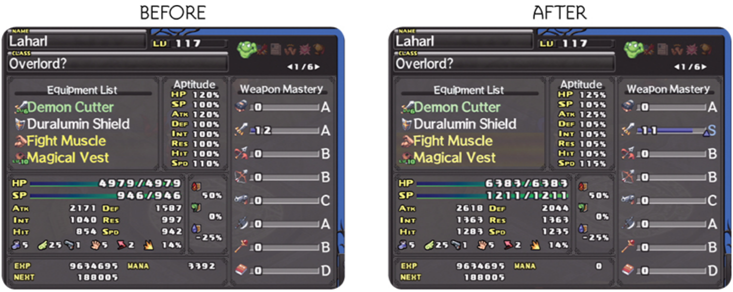
Once you've unlocked a given job, it's then time to unlock its higher ranks. As a rule, you shouldn't evaluate a given job's utility in combat until you've seen how it performs at its fourth or fifth rank, as that's when it tends to truly shine. There are a lot of jobs in the game that turn weak points into strengths by rank 6.

Unlocking the higher ranks is simple: just get a character with that job to a certain level, as determined by this chart.

Class	Rank 2	Rank 3	Rank 4	Rank 5	Rank 6
Warrior, Valkyrie, Magician, Witch, Priest, Cleric, Martial Artist, Fight Mistress, Thief, Sludge, Lantern, Mothman, Spirit, Slumber Cat, Prinny, Zombie	10	20	40	80	160
Onmyo Monk, Archer, Gunner, Armor Knight, Magic Knight, Beast Master, Golem, Gargoyle, Alraune, Succubus, Sea Angel, Nekomata	12	24	48	96	192
Lady Samurai, Ninja, Male Angel, Female Angel, Shaman, Masked Hero, Minotaur, Death, Living Armor, Rifle Demon, Shark Dragon, Ifrit, Evil Dragon	15	30	60	120	240

Reincarnation

As mentioned in an earlier chapter, the stat cap in Disgaea D2 is 99,999,999, and the HP/SP cap is 999,999,999 (for most of the game, anyway). Simply reaching level 9,999 won't get you anywhere near that level of power. More importantly, if you intend to achieve 100% completion of this game, you need that level of power.



BEFORE

Laharl
LV 117
Overlord?
Demon Cutter
Duralumin Shield
Fight Muscle
Magical Vest
HP 120%
SP 100%
ATK 120%
DEF 100%
INT 100%
RES 100%
HIT 100%
SPD 110%
HP 4979/4979
SP 946/946
ATK 2171 DEF 1587
INT 1040 RES 997
HIT 854 SPD 942
5 25 1 5 2 14%
50%
0%
-25%
EXP 9634695 MANA 3392
NEXT 188005
0 A
12 A
0 B
0 B
0 C
0 A
0 B
0 D

AFTER

Laharl
LV 117
Overlord?
Demon Cutter
Duralumin Shield
Fight Muscle
Magical Vest
HP 125%
SP 105%
ATK 125%
DEF 105%
INT 105%
RES 105%
HIT 105%
SPD 115%
HP 6383/6383
SP 1211/1211
ATK 2618 DEF 2044
INT 1363 RES 1363
HIT 1283 SPD 1235
5 25 1 5 2 14%
50%
0%
-25%
EXP 9634695 MANA 0
NEXT 188005
0 A
11 S
0 B
0 B
0 C
0 A
0 B
0 D

On the left, Laharl before a Reincarnation. On the right, Laharl post-Reincarnation, having reached his original level.

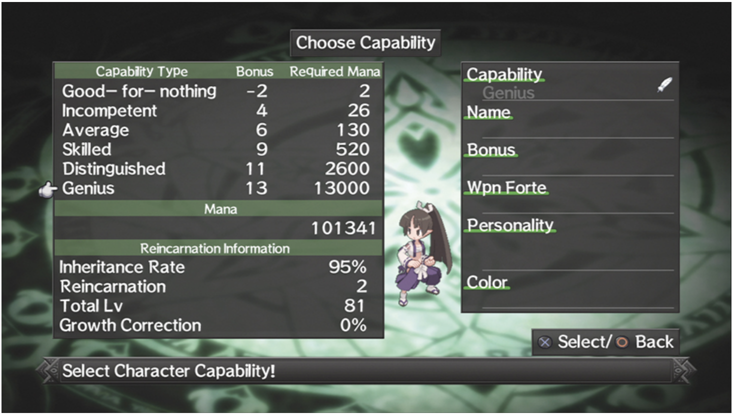
One of the answers to this issue is Reincarnation, which lets you spend Mana at the Dark Assembly to "reboot" one of your characters to level 1, ready to start over again with slightly better Aptitudes and stat gains. By the time your character reaches whatever level he or she was at before the Reincarnation, you'll see a marked improvement in his or her statistics.

That said, Reincarnation is an expensive proposition, and doing it well involves both bucketfuls of Mana and waiting until a character has a few thousand levels under his or her belt. You should feel free to ignore Reincarnation completely until you've cleared the Final Episode, as it's not really a practical method of character improvement until you reach the Post-Game.

Tip

You can assign one free rank to any unit's Weapon Mastery during character creation. Unique units don't get that to start with, so their first Reincarnation also comes with a free rank in a weapon of your choice.

Reincarnation: Mana Cost and Capability



Choose Capability

Capability Type	Bonus	Required Mana
Good-for-nothing	-2	2
Incompetent	4	26
Average	6	130
Skilled	9	520
Distinguished	11	2600
Genius	13	13000

Mana
101341

Reincarnation Information	
Inheritance Rate	95%
Reincarnation	2
Total Lv	81
Growth Correction	0%

Capability: Genius

Name

Bonus

Wpn Forte

Personality

Color

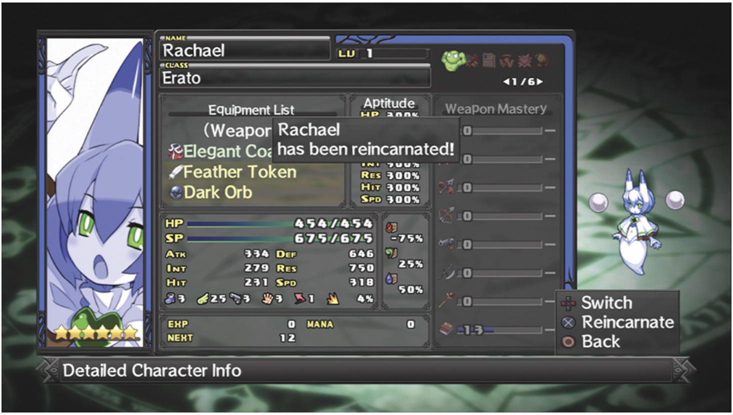
Select Character Capability!

The base cost of Reincarnation is 100 Mana. For named characters like Laharl or Etna, this cost is fixed at 100 Mana regardless of how often they get Reincarnated, but for generic units, the cost doubles each time (200 Mana for a second Reincarnation, 400 for a third, 12,800 for an eighth ...), maxing out at 999,999 Mana at around their 15th Reincarnation.

That cost simply gets your character's foot in the door. You can then spend Mana on Capability, just as you do when creating a fresh character. As Reincarnation always burns all of a character's EXP and Mana, you should plan on always spending as much Mana as possible on a Reincarnation because you can't take it with you. In fact, it's worth budgeting your planned Reincarnation to account for the cost of Genius Capability. Spending the extra Mana pays off in the long run.

Reincarnation: Generic Characters and New Skills

For named characters, Reincarnation is simply a method of improving their Aptitudes and stats. Generic characters have the additional option of Reincarnating into a different job or even species to learn new Skills. Unlike some past Disgaea games, D2 lets humanoids Reincarnate into monsters directly and vice versa, with no need to spend an intermediary period as a Prinny.



NAME Rachael
LV 1
CLASS Erato

Rachael has been reincarnated!

Equipment List
(Weapon
Elegant Coa
Feather Token
Dark Orb

Aptitude
RES 300%
HIT 300%
SPD 300%

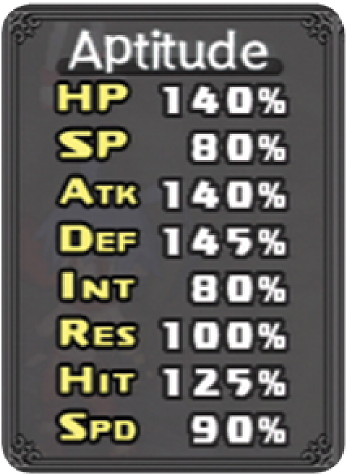
HP 454/454
SP 675/675
ATK 334 DEF 646
INT 279 RES 750
HIT 231 SPD 318

EXP 0 MANA 0
NEXT 12

A character that Reincarnates into a different job gets to keep any Skills he or she learned beforehand, and will learn new Skills from his or her job, if any, as he or she levels up. If the character knew any Skills that are flagged as Unique before Reincarnation, such as Geo Change or Dominate, he or she retains those Skills but cannot use them until he or she Reincarnates back into the previous job. If a Thief Reincarnates into a Valkyrie, she'll keep Stealing Hand but won't be able to use it unless she's Reincarnated back into a Thief. It'll just sit there on the character's Status screen, unloved, invisible and unusable.

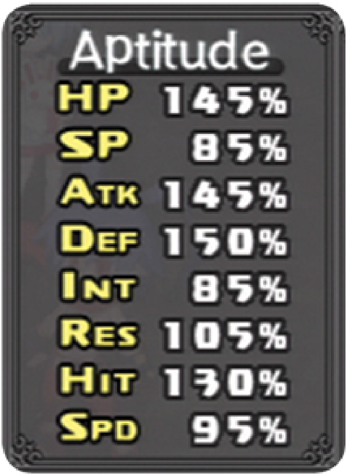
If a character Reincarnates into a different job, that naturally also comes with a new set of Weapon Masteries. At this point, the character can take advantage of this to accumulate ranks of Mastery with weapons they weren't much good with before to learn Weapon Skills that will transfer over into their next Incarnation.

BEFORE



Aptitude	
HP	140%
SP	80%
ATK	140%
DEF	145%
INT	80%
RES	100%
HIT	125%
SPD	90%

AFTER



Aptitude	
HP	145%
SP	85%
ATK	145%
DEF	150%
INT	85%
RES	105%
HIT	130%
SPD	95%

A character that Reincarnates into the same job as before, or a unique character, receives a +5% bonus to all Aptitudes, allowing him or her to get more stat value out of equipped weapons and armor. Reincarnating into a different job still raises the character's Aptitudes, but only by 1%. A character can get a maximum of +25% to all of his or her Aptitudes through Reincarnation, regardless of how many times he or she Reincarnates. This changes in Rasetsu Mode.

Reincarnation: Weapon Mastery, Special Skills, and Demon Connect

Experience gained toward Weapon Mastery, current levels of Likability with other characters in your roster, and Special Skill experience are all affected by Reincarnation according to the level of Capability you purchase. At Genius level, a character gets to keep 95% of his or her Weapon Mastery and Special Skill experience, but nothing you can do ever completely eliminates this penalty.

Capability	Inheritance Rate	Affection Modifier
Good-for-Nothing	55%	90
Incompetent	65%	85
Average	75%	80
Skilled	85%	70
Distinguished	90%	60
Genius	95%	50

The Skill Transfer Ratio indicates how much Weapon Mastery and Special Skill experience will make the transition to your new Reincarnation. The more Mana you spent on your Capability, the more Mastery and Skill experience you get to keep.

The Affection Modifier is a bit trickier, as it deals with the hidden math behind Likability. To put it simply, the game takes your current Likability rating and reduces it by an amount equal to the Affection Modifier, but cannot reduce it below 50, which is the bare minimum needed to stay at a one-heart level of Likability with a given character.

Caution

Even with a Genius Reincarnation, your newly Reincarnated unit is going to lose at least one heart's worth of Likability with every character on your roster. ("It's ... it's like I don't know you anymore.") This is not necessarily a deal breaker, but that does mean one thing: if you're going for any of the Trophies or endings that require a character to achieve maximum Likability, such as 2 Become 1, do not Reincarnate those characters.

Reincarnation: Base Stats

Upon Reincarnation, your character's base stats are improved by an amount determined by that character's innate values—which is to say, the base value of the stat before any multipliers added by equipment or Evilities—in those stats before the Reincarnation.

However, the Capability that you purchase once again has a ripple effect here, in that it places a ceiling on how much of the bonus you can get.

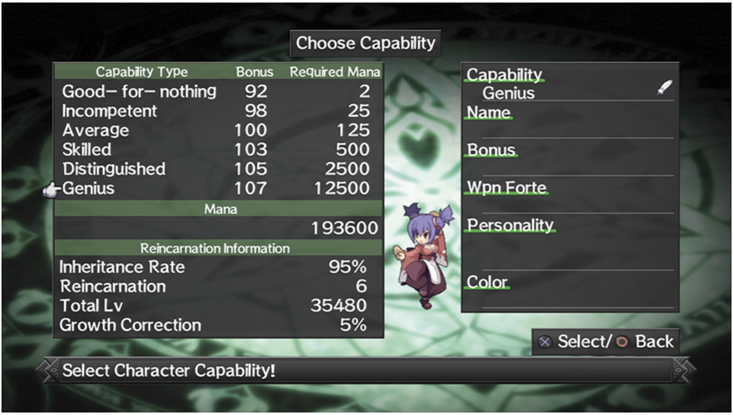
Stat Value Before Reincarnation	Stat Bonus After Reincarnation
40	1
90	2
150	3
250	4
400	5
700	6
1200	7
2000	8
3000	9
4000	10
5000	11
6000	12
7000	13
8000	14
10000	15
12000	16
14000	17
16000	18
18000	19
20000	20
25000	21
30000	22
35000	23
40000	24
45000	25
50000	26
60000	27
70000	28
80000	29
90000	30
100000	31
120000	32
140000	33
160000	34

180000	35
200000	36
220000	37
240000	38
260000	39
280000	40

For example, if Shady the rank-6 Thief has an innate SPD of 220,000 before her most recent Reincarnation, she's entitled to a bonus of 37. That means that after the Reincarnation, before any Bonus Points are spent, she'd be a level 1 Master Thief with a base SPD of 65 (28 for a rank-6 Thief + 37). If her player inexplicably decides to cheap out and only purchases Average Capability for the Reincarnation, then despite Shady's stats, her bonus is capped at 25. She instead reenters play with a base SPD of 53, and her future stat growth is based upon that.

Capability	Stat Bonus Ceiling
Good-for-Nothing	15
Incompetent	20
Average	25
Skilled	30
Distinguished	35
Genius	40

Reincarnation: Total Levels and Bonus Points



Capability Type	Bonus	Required Mana
Good– for– nothing	92	2
Incompetent	98	25
Average	100	125
Skilled	103	500
Distinguished	105	2500
Genius	107	12500

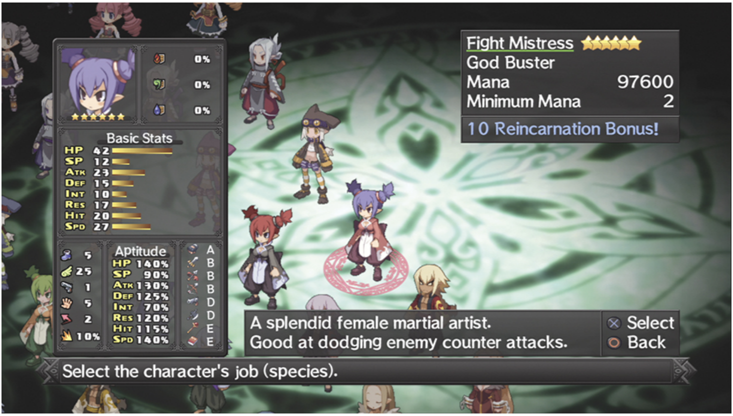
Mana
193600

Reincarnation Information

Inheritance Rate	95%
Reincarnation	6
Total Lv	35480
Growth Correction	5%

Capability
Genius
Name
Bonus
Wpn Forte
Personality
Color

Every time a character Reincarnates, their levels from past incarnations are banked and remembered for future reference. When Reincarnating, you receive a number of additional Bonus Points determined by the amount of Mana you spent on Capability, which ranges from -5 to 10, and by the character's total levels gained over all incarnations. (I almost said "lifetime bonus," but that doesn't really make sense.)



Fight Mistress ★★★★★
God Buster
Mana 97600
Minimum Mana 2
10 Reincarnation Bonus!

A splendid female martial artist.
Good at dodging enemy counter attacks.

Select the character's job (species).

Generic characters can receive an additional 10 points as a bonus for repeatedly Reincarnating into the same job. This first kicks in on the 11th consecutive Reincarnation into that job.

To receive the maximum possible number of Bonus Points, a character must accrue a total of 166,000 levels, then pay for the Genius Capability as part of the 20th Reincarnation.

Total Levels	Bonus Points
1	1
30	2
60	3
100	4
150	5
200	6
250	7
300	8
400	9
500	10
600	11
700	12
800	13
900	14
1000	15
1100	16

1200	17
1300	18
1400	19
1500	20
1600	21
1800	22
2000	23
2200	24
2400	25
2600	26
2800	27
3000	28
3200	29
3400	30
3700	31
4000	32
4300	33
4600	34
4900	35
5200	36
5500	37
5800	38
6100	39
6500	40
7000	41
7500	42
8000	43
8500	44
9000	45
9500	46
10000	47
10500	48
11000	49
11500	50
12000	51

12500	52
13000	53
13500	54
14000	55
14500	56
15000	57
15500	58
16000	59
16500	60
17000	61
17500	62
18000	63
18500	64
19000	65
19500	66
20000	67
20500	68
21000	69
21500	70
22000	71
22500	72
23000	73
23500	74
24000	75
24500	76
25000	77
25500	78
26000	79
26500	80
27000	81
27500	82
28000	83
28500	84
29000	85
29500	86

30000	87
30500	88
31000	89
31500	90
32000	91
32500	92
33000	93
33500	94
34000	95
34500	96
35000	97
35500	98
36000	99
36500	100
37000	101
38000	102
39000	103
40000	104
41000	105
42000	106
43000	107
44000	108
45000	109
46000	110
47000	111
48000	112
49000	113
50000	114
51000	115
52000	116
53000	117
54000	118
55000	119
56000	120
57000	121

58000	122
59000	123
60000	124
61000	125
62000	126
63000	127
64000	128
65000	129
66000	130
67000	131
68000	132
69000	133
70000	134
71000	135
72000	136
73000	137
74000	138
75000	139
76000	140
77000	141
78000	142
79000	143
80000	144
81000	145
82000	146
83000	147
84000	148
85000	149
86000	150
88000	151
90000	152
92000	153
94000	154
96000	155
98000	156

100000	157
102000	158
104000	159
106000	160
108000	161
110000	162
112000	163
114000	164
116000	165
118000	166
120000	167
122000	168
124000	169
126000	170
128000	171
130000	172
132000	173
134000	174
136000	175
138000	176
140000	177
142000	178
144000	179
146000	180
148000	181
150000	182
152000	183
154000	184
156000	185
158000	186
160000	187
162000	188
164000	189
166000	190
168000	191

170000	192
172000	193
174000	194
176000	195
178000	196
180000	197
182000	198
184000	199
186000	200

In the screen where you spend Bonus Points, each stat is shown as a multi-colored bar. The basic value of the stat is shown in blue, the bonus assigned that stat from the character's previous incarnation is in yellow, and Bonus Points spent on that stat appear in green. Each of the character's base stats, once all modifiers are applied, cannot exceed a value of 255. At that point, it's as good as it's ever going to get.

The Short Version

A unique character, such as Laharl, that Reincarnates is returned to level 1 with +5% to all Aptitudes.

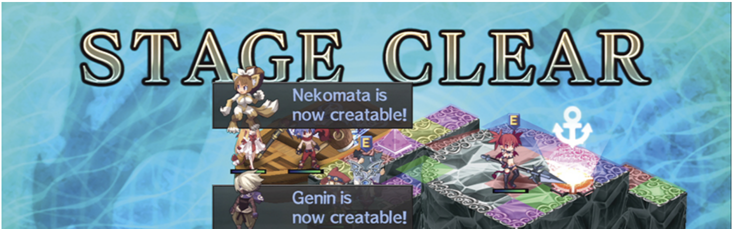
A generic character, such as a Warrior, that Reincarnates into the same class is returned to level 1 with +5% to all Aptitudes.

A generic character that Reincarnates into a different class is returned to level 1 with +1% to all Aptitudes. He or she keeps all currently known Skills and can now learn the new class's Skills as usual, but any Unique Skills that he or she possesses cannot be used by anyone with a job other than the job to which the Skills belong.

Any character that Reincarnates receives a number of Bonus Points based upon the Capability they purchase with Mana and upon the total number of levels he or she has accumulated across all incarnations. The character's base statistics are also improved based upon his or her previous innate score in each stat, allowing for improved stat growth as the character starts leveling again.

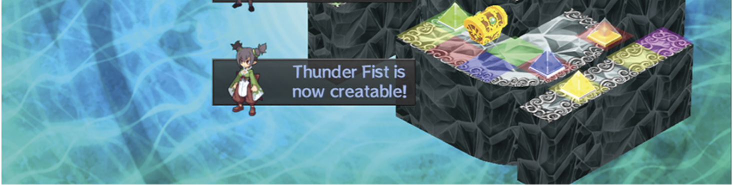
Reincarnation also causes the character to take a hit to accumulated Skill experience, Weapon Mastery ranks, and Likability, and the degree of the hit is determined by their Capability. At Genius Capability the loss is minimal; at Good-for-Nothing Capability it's crippling.

Additional Characters



Nekomata is now creatable!

Genin is now creatable!



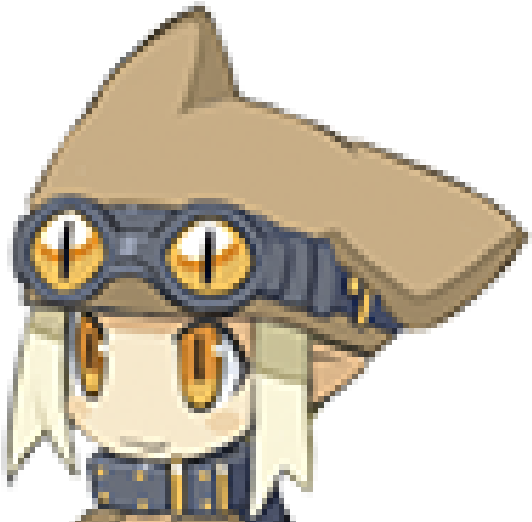
At the start of the game, you can create Warriors, Valkyries, Magicians, Witches, Priest, Clerics, Martial Artists, Fight Mistresses, Winged Warriors, Spirits, and Prinnies at the Dark Assembly. As you progress through the game, you'll unlock more jobs.

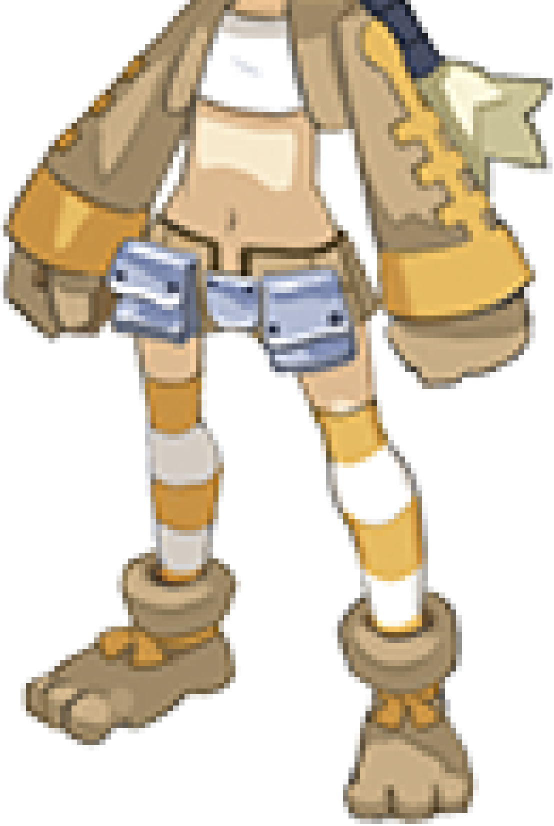
For monsters, this is easy. Defeating a monster in combat also unlocks it for creation. It's as simple as that: you punched it in the nose and now you're friends. You'll eventually find every monster in the game as you go through the story missions, or you can get them a bit earlier by exploring the Item World. Any monster can show up in the Item World at any time, in any item and on any floor, except Prinnies.

Another option is to go picking fights in the Dark Assembly. If you try to pass a bill and the vote is denied, you can try to push the bill through by force, which means you physically beat down every demon who isn't voting your way. (Gridlock this, Senator!) If a Senator happens to be a member of a species of monster that you can't create yet, defeating that Senator will also allow you to make one of your own.

Humanoids are a little more complicated. By reaching the following milestones, you'll unlock new humanoids for your use at the Dark Assembly. As with new ranks, you'll be informed of the availability of a new class the next time you finish a stage or an Episode.

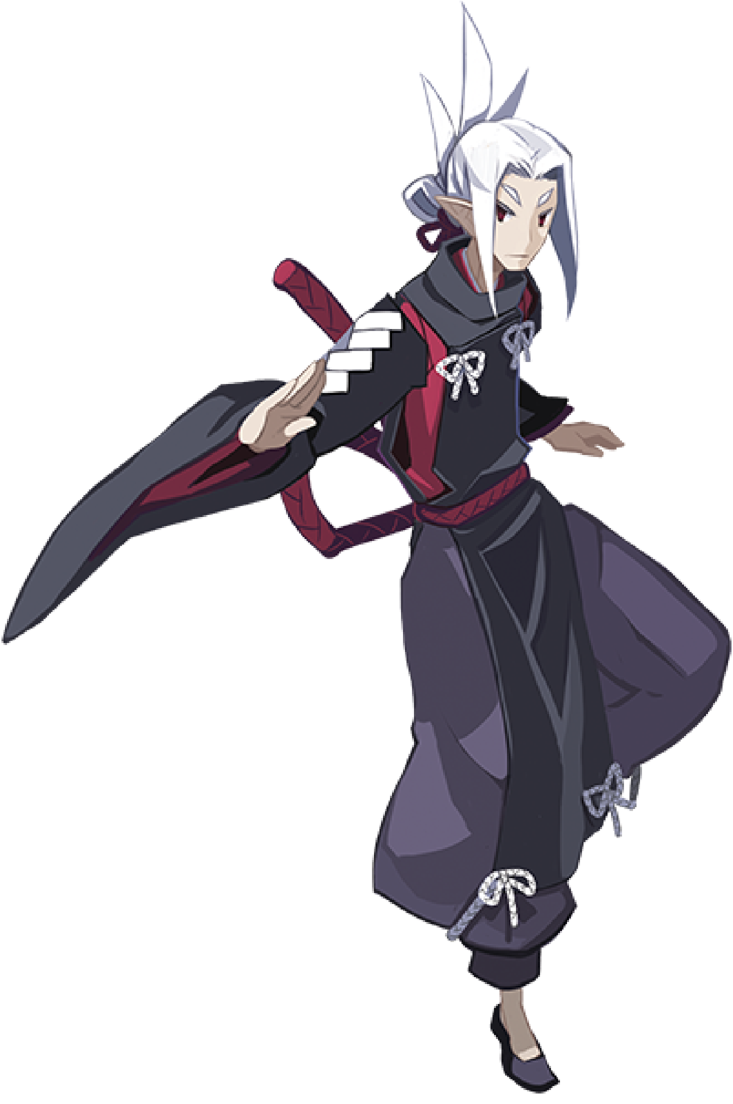
Thief:





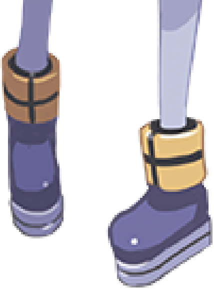
Get a Martial Artist or Fight Mistress to level 5 or higher.

Onmyo Monk:



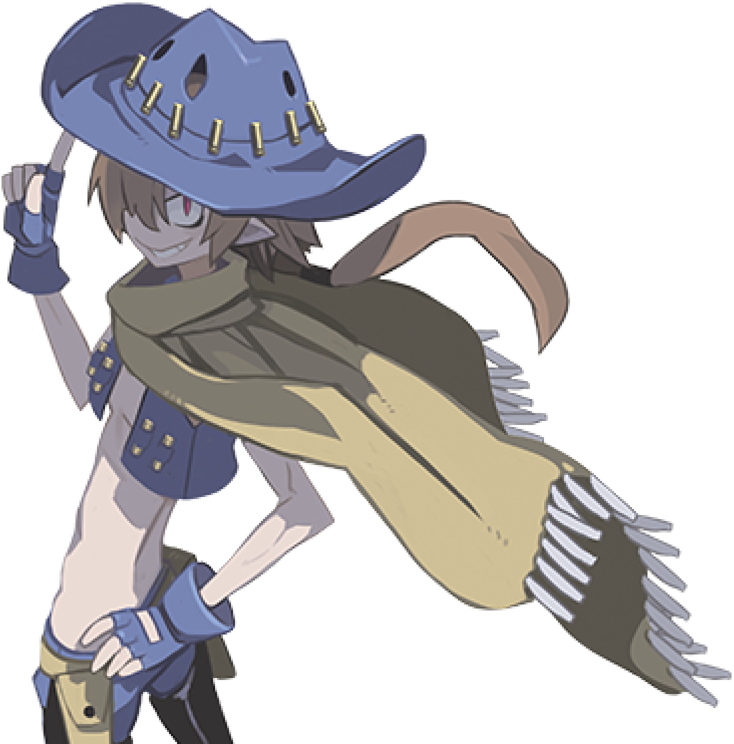
Get a Magician or Witch and a Priest or Cleric to level 10.****

Archer:



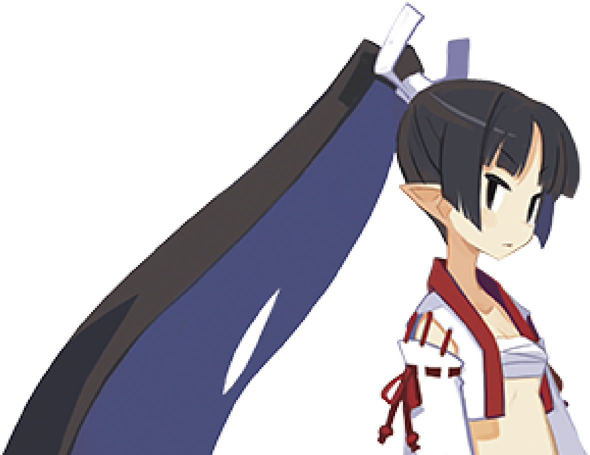
Get a Warrior or Valkyrie and a Priest or Cleric to level 15. One of your units must have raised their Weapon Mastery with a Bow to level 5 or higher.*

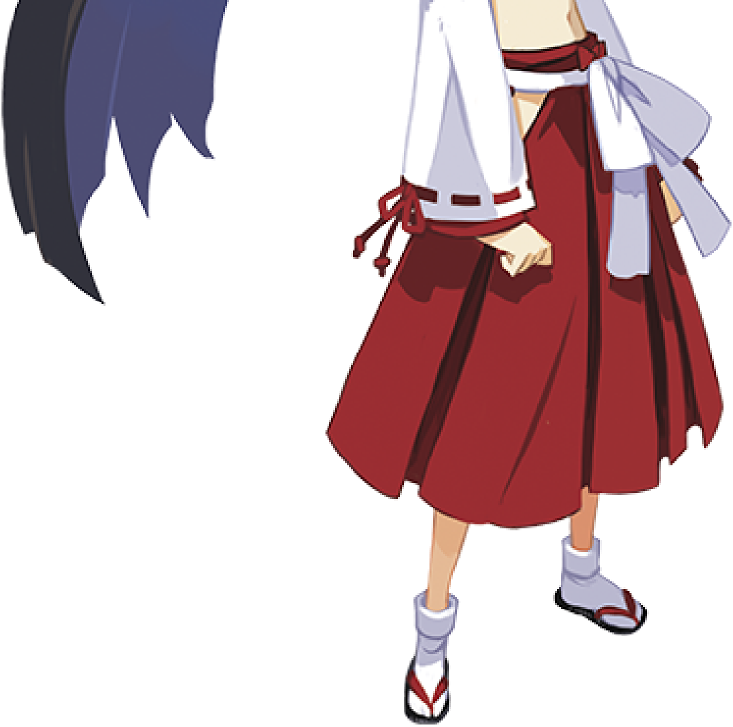
Gunner:



Get a Thief to level 15 or higher. One of your units must have raised their Weapon Mastery with a Gun to level 5 or higher.

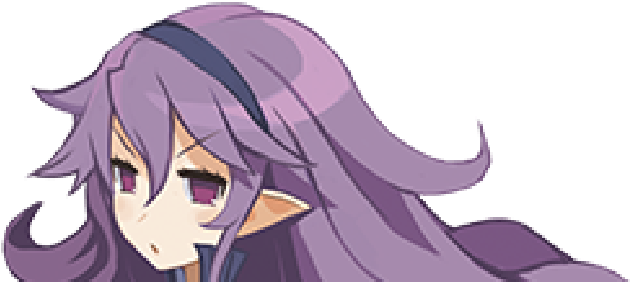
Lady Samurai:





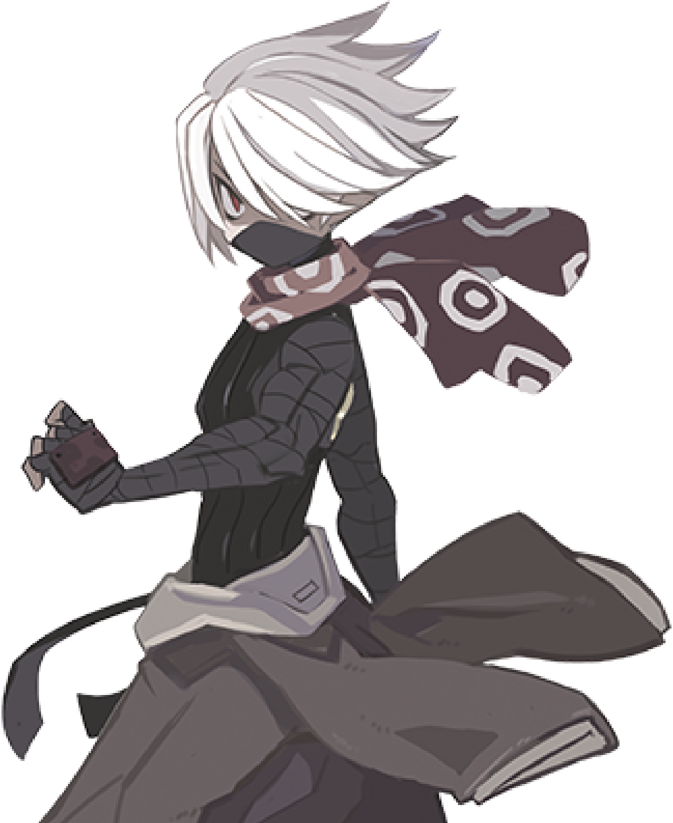
Get an Archer to level 30 or higher. One of your units must have raised their Weapon Mastery with a Sword to level 7 or higher.

Armor Knight:



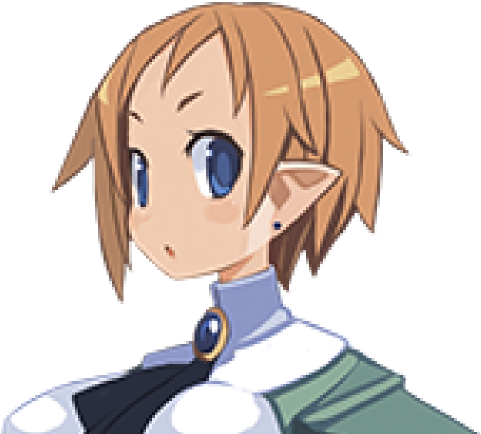
Get a Warrior or Valkyrie to level 20. One of your units must have raised their Weapon Mastery with a Spear to level 7 or higher.**

Ninja:



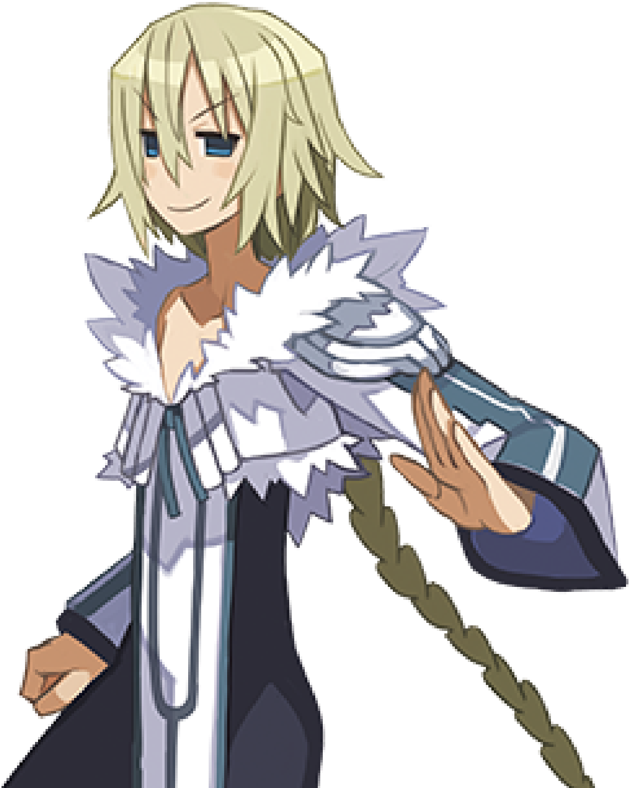
Get a Thief and a Martial Artist or Fight Mistress to level 20 or higher.

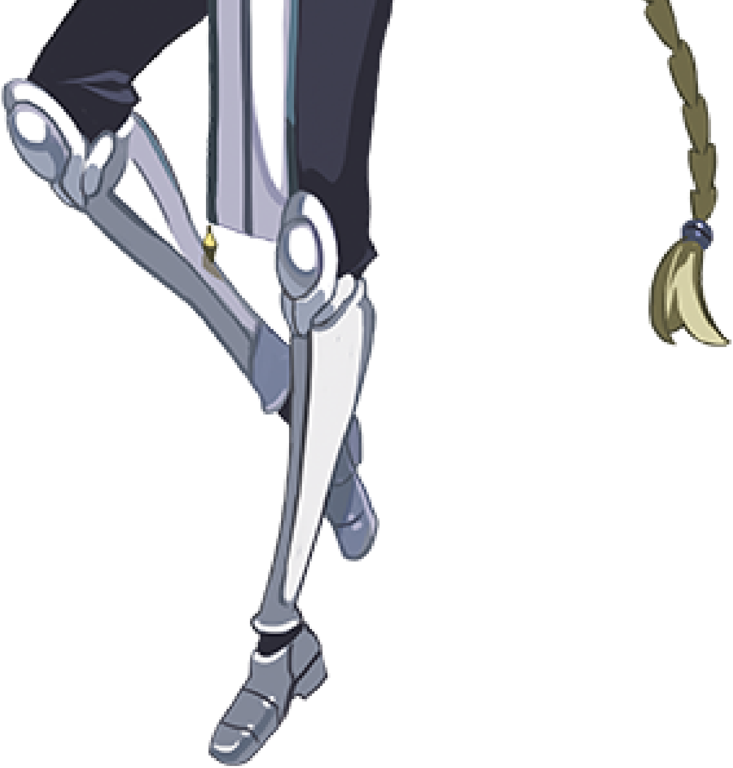
Magic Knight:



Get a Warrior or Valkyrie and a Magician or Witch to level 20 or higher.

Male Angel:



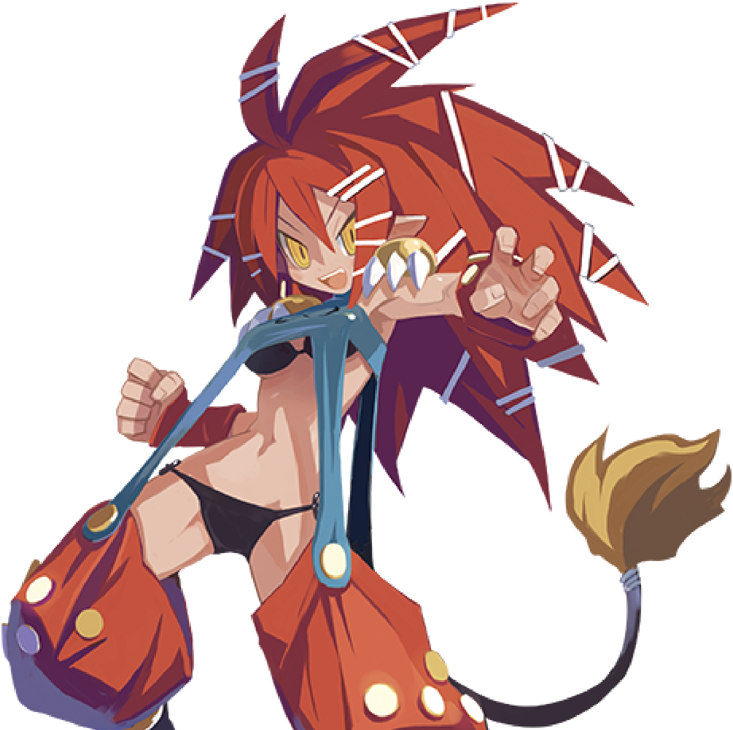


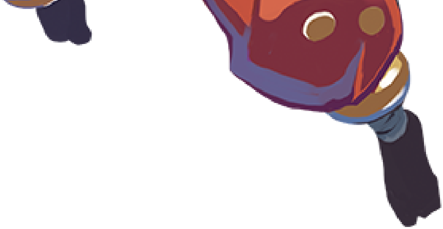
Get a Priest and a Magic Knight to level 100 or higher.***

Female Angel:

Get a Cleric and an Onmyo Monk to level 100 or higher.***

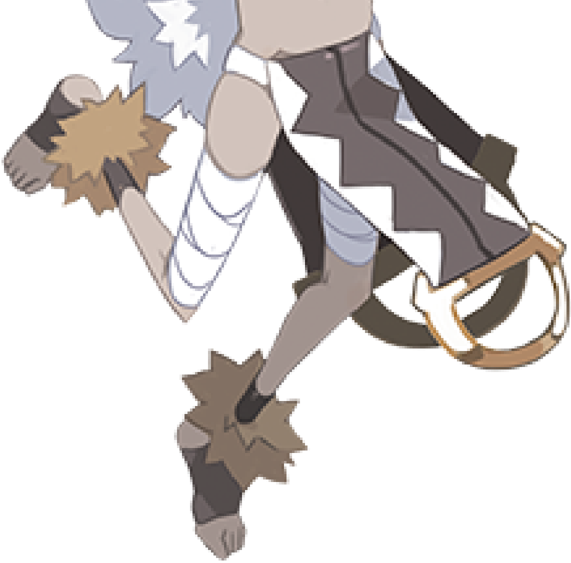
Beast Master:





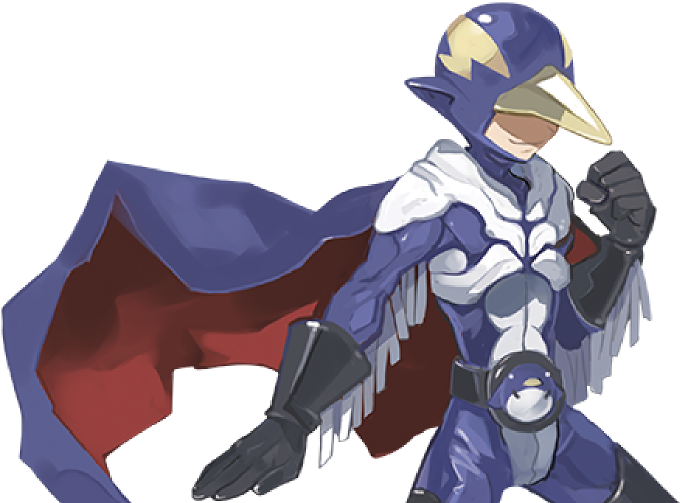
Get a Warrior or Valkyrie to level 30 or higher. You must have used a Mounted Skill at some point.

Shaman:



Get an Onmyo Monk to level 20 or higher.

Masked Hero:



Get a Martial Artist or Fight Mistress to level 25 or higher.

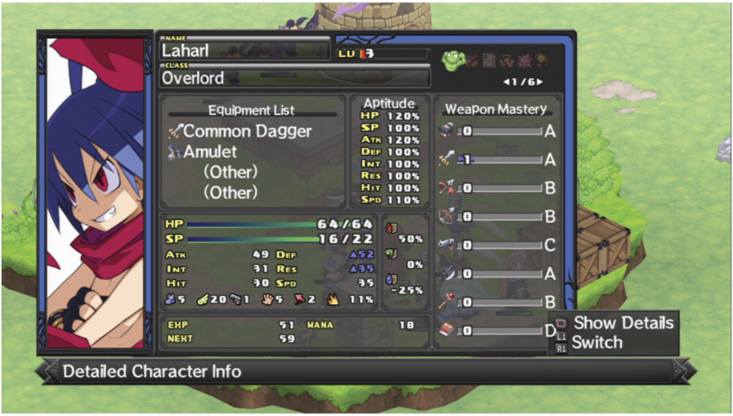
* If you haven't accomplished this by the end of Episode 4, the Archer unlocks at the start of Episode 5.

** If you haven't accomplished this by the end of Episode 9, the Armor Knight unlocks at the start of Episode 10.

*** You can (and probably will) unlock these by clearing Episode 8.

**** This only works after you've cleared Episode 2.

Aptitudes



Every character in D2 has a set of Aptitudes listed on their Status screen, the meaning of which may not be obvious at first. An

Aptitude is, simply enough, a stat multiplier. Whenever the character equips a piece of gear that adds points to a given stat, their Aptitude for that stat provides an appropriate bonus or penalty.

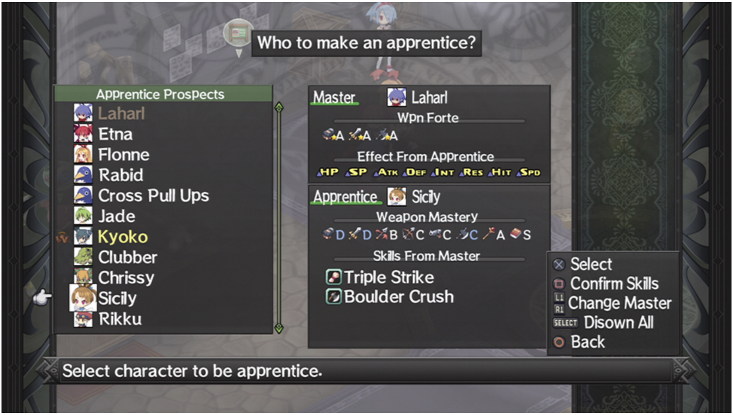
For example, Laharl has a starting ATK Aptitude of 120%. This means that if he puts on a Belt that gives a 100-point bonus to ATK, Laharl will get 120 points of ATK from it. Etna, whose ATK Aptitude is only 110%, would only get 110 points from the same Belt.

Aptitude is thus one of the ways in which the game funnels your characters into their designed roles. The higher a character's Aptitude for a given stat, the more benefit it gets out of gear that augments it and the better it is at actions and Skills that work off of that stat. You can theoretically use any character for any role if you're willing to put enough effort into it, but for most of the game, you're better off going with the flow.

Aptitudes are initially set by a character's job and can be improved through Promotion, Reincarnation, or with the right training at the Demon's Dojo. Aptitudes cap out at 300%.

Masters & Apprentices

When you make a new character in the Dark Assembly, that character ends up apprenticed to whoever spent Mana on their creation. This is likely the first time you'll see the Master & Apprentice system in action, but it shouldn't be the last.

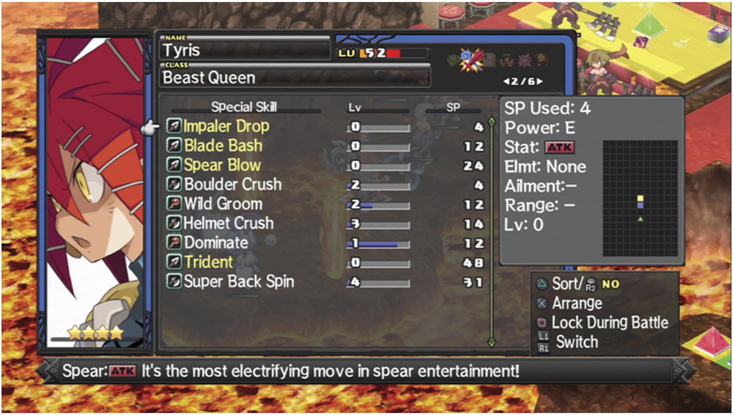


Who to make an apprentice?

Select character to be apprentice.

When one character becomes another's apprentice, the benefits go both ways. The master receives a stat bonus that's equal to 10% of the apprentice's stats. In the event that one character has multiple apprentices, the master cherry-picks the best stats from his apprentices and takes 10% from each one. If Etna's two apprentices are a Warrior with 200 ATK and 100 INT and a Cleric with 50 ATK and 200 INT, she'll get 20 ATK and 20 INT as her bonus for being their master. If she just had the Warrior as an apprentice, she'd get 20 ATK and 10 INT; if she just had the Cleric, she'd get 5 ATK and 20 INT.

One character can have as many apprentices as you like, but a character can have only one master at a time. A newly created character is automatically apprenticed to whoever spent Mana to create it, but this can be changed for free from your Status menu while you're at the Castle.



NAME
Tyris
CLASS
Beast Queen
LV 152
2/6

Special Skill	Lv	SP
Impaler Drop	0	4
Blade Bash	0	12
Spear Blow	0	24
Boulder Crush	2	4
Wild Groom	2	12
Helmet Crush	3	14
Dominate	1	12
Trident	0	48
Super Back Spin	4	31

SP Used: 4
Power: E
Stat: ATK
Elmt: None
Ailment: –
Range: –
Lv: 0

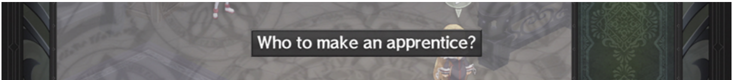
Spear: ATK It's the most electrifying move in spear entertainment!

The first thing that an apprentice gets from his master is use of the master's Special Skills. These appear on the apprentice's Special Skill list in yellow text with a level of 0. By casting it a few times during a battle, the apprentice can level the Skill up to 1, at which point he or she learns it permanently. The Skill will remain usable by that character even if you subsequently apprentice him or her to somebody else.

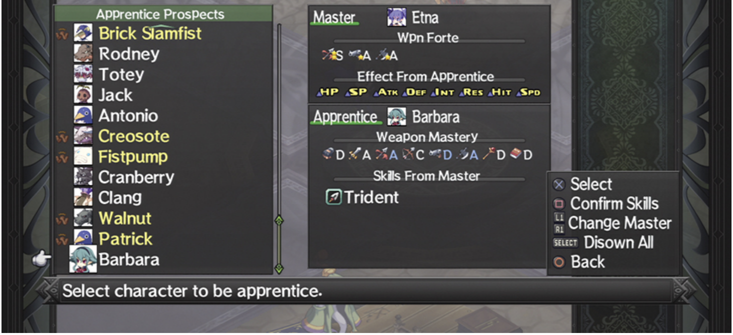
Any Skill that's labeled as "unique" in its in-game description cannot be transferred via the Master & Apprentice system. This includes the signature attacks used by named characters like Laharl and Etna, such as Blazing Knuckle or Prinny Raid; job-defining talents like Stealing Hand or Geo Change; and most monsters' Skills, mostly because of anatomical issues. You can learn a lot from a Sea Angel, but she can't teach you how to have tentacles on your head.

This still leaves you with a couple of dozen spells and Skills that can be transferred, including most of the magic spells in the game. Weapon Skills do transfer to the apprentice, although they still cannot be used unless the apprentice has the appropriate weapon equipped. You can use the apprentice system as a shortcut for newer characters, however, which allows them to learn certain Weapon Skills well before they'd learn it on their own.

To use yet another illustrative example, let's say that after using a Sword for the first few Episodes, Laharl takes a Witch as an apprentice. The Witch will have access to the Sword Skills that Laharl has unlocked on his way through the game, such as Musou Slash, but must have a Sword equipped to use them. If you do give her a Sword, she'd ordinarily have to level up her Weapon Mastery with the Sword to unlock those Skills, but since Laharl knows them, the Witch can use them immediately. No matter how long she spends as his apprentice, however, the Witch will never learn Overlord's Wrath, as that Skill is unique to Laharl.



Who to make an apprentice?



Select character to be apprentice.

If the master has an S- or A-rank with a weapon, this also acts to improve the apprentice's affinity with that weapon. A character's Weapon Mastery works off a hidden point scale, where having 25 points or more is equal to an S-rank. A master's S-rank grants the apprentice 5 points of Mastery with that weapon, and an A-rank grants 2. This is an artificial increase, however, and if it pushes the apprentice up to A- or S-rank, it does not transfer if the apprentice takes an apprentice of his or her own.

The most obvious way to use the Master & Apprentice system is to teach your primary units certain spells. There's no reason not to teach all of your characters Espoir, so they can cure their own status ailments without needing to keep massive stockpiles of Fairy Dust on hand, and you can apprentice your Clerics or Priest to a Magician or Witch to teach them a couple of offensive spells.

Of course, the Master & Apprentice system just teaches a unit a Skill and doesn't make him or her effective with it. If they don't have the stats to back up the Skill, using it is usually a waste of their action. That said, the distinction between classes blurs enough at higher levels that teaching magic to a Warrior or Weapon Skills to a Magician isn't that much of a mistake, and may in fact be a useful trump card.

If there's an upper limit to the number of Skills that a single character can possess in Disgaea D2, it's a little higher than the number of non-unique Skills that exist in the game. You can safely assume that a single character can learn all the Skills you want to teach it.

The Basics

Equipment

Your characters' base stats form a big part of their combat potential, but their equipment's an even bigger part. Thanks to a variety of potential bonuses, your characters can get more out of well-designed, optimized equipment than they ever will out of simply leveling up.

Over the course of the game, you'll find, steal, or buy hundreds of weapons, from the blunt knives and vaguely staff-shaped chunks of wood in Episode 1 to the glowing magical blades of doom that become available by the Post-Game.

There are ten kinds of weapons overall in Disgaea D2. Two are available only to monsters, and the other eight—Fists, Swords, Spears, Bows, Guns, Axes, Staves, and Books—can be equipped only by humanoid units. You can buy weapons of every type in Laharl's Castle as soon as the Rosen Queen Trading Company opens for business in Episode 1.

Humanoid Weapons

35dm
Bonus
0
Fast Move
Allies/ Enemies
Panel On/Off
Menu

Unlike many other CRPGs, there are no job restrictions on the eight humanoid weapons. If you want to give a Magician a Sword or a Warrior a Staff, go right ahead and do it. Break out from the established paradigm. Start your own little revolution.

Each job does have features that directly affect the character's ability with a given weapon, however, such as their Weapon Masteries and Aptitudes. You can give that Magician a Sword if you want, but due to his low rank with it and his lousy ATK and HP Aptitudes, he's never going to be as good with the Sword as Laharl is.

(Well, that's not quite true. It's more accurate to say that the Magician won't be a good swordsman unless you Reincarnate him several times in an attempt to get him to move beyond his comfort zone, but that will take days of grinding. He could also pick up a Staff and be setting monsters on fire within five minutes. You have options, but one's got efficiency on its side.)

When you're choosing humanoid weapons for your team, it's a good idea to spread them out among your crew. No one weapon is inherently better than the others, and having all of them available gives you a degree of tactical flexibility. Laharl is good with Swords, Etna traditionally prefers a Spear, and Flonne is a spellcaster, and as such gets a lot out of using a Staff.

Each humanoid weapon both grants and runs off of a certain primary statistic, as listed below in parentheses. As a rule, if you want a character to inflict as much damage with a given humanoid weapon as possible, you should focus the rest of that character's gear on accumulating more of the weapon's favored statistic.

Note that most of the numbers listed below are generalities and do not apply to every weapon of its type in the game. Specific models of a given weapon may have quirky individual statistics, such as the Sword of Damocles's INT bonus or the extra range on the Goddess Stick, or they may have come with Innocents that are tweaking their capabilities.

Fist (ATK/SPD)

Fists combine a higher critical hit rate than most other weapons with a chance for the user to, without warning, explode into long multi-hit combos. On any given attack, a character wielding a Fist has a base 50% chance to get up to five additional hits. This can even happen on a Counterattack, which makes it difficult to predict a Fist user's damage output. Sometimes he'll underperform for an entire battle; other times he'll obliterate anything that gets within reach.

Fists also add 2 to a character's Counterattack stat when equipped. Many of a Fist's Weapon Skills will move either the target or the user away from their original location, including the first ones you learn.

Sword (ATK)

A seasoned classic and a favorite of RPG heroes everywhere, a Sword in Disgaea has traditionally been a versatile weapon with a variety of multi-target attacks. Once you have access to Nether Slash and Musou Slash, a Sword user can efficiently dispose of multiple enemies per turn.

Spear (ATK)

Swords have a little more ATK on average, but Spears gradually accumulate a decent DEF bonus. More importantly, a Spear has a basic range of two squares, lets you attack enemies standing on the panels diagonal to the Spear-wielder's, and gives the user a broad assortment of long-range, multi-target Skills like Blade Bash and Trident. A Sword or Axe user will usually hit harder but a Spear user makes up the difference with versatility, damage resistance, and team support.

Bow (ATK/HIT)

A Bow is a versatile ranged weapon, and the weapon skills attached to it have similar benefits. A character equipped with a Bow trades pure damage for being able to contribute to a fight or combo attack from almost anywhere, which includes the possibility of cover attacks.

Gun (HIT/SPD)

It may seem like Guns aren't quite worth it compared to Bows, as they can only target along a straight line, but they make up the difference with distance. Guns offer the longest basic range of any weapon, and Skills like Dark Matter Ether further augment that. Like Bows, Guns lack a bit when it comes to pure power, but make up the lack with range and frequent cover attacks. Note that Guns run off HIT and SPD, not ATK.

A target struck with a shot from a Gun takes a 20% penalty to its SPD for the next three turns, which lowers its capacity for evading attacks.

Axe (ATK)

Axes have a shorter effective range than most other weapons, and using one often means taking a hit to the user's other stats (usually SPD, but specific Axes may penalize HIT, INT, or every other stat besides ATK). To compensate, a character with an Axe has a habit of hitting like a freight train.

A hit from an Axe causes a temporary 10% reduction in the victim's DEF stat, which means follow-up attacks will inflict even greater damage. It is likely that a designated Axe-wielder in your army will be one of your most dependable front-line fighters. You'll want to keep him or her equipped with items like Shoes to compensate for the lost SPD from the Axe.

Staff (INT)

The Staff is a stat stick for casters, as it offers no Weapon Skills but provides its wielder with a big boost to both INT and RES. A character's Mastery with a Staff also confers a gradual boost to spells' range and power, with both improving dramatically as the Mastery does. Its basic attack has a two-square range similar to that of a Spear, which makes it a more effective melee weapon than you might think. A Staff's basic attack runs off of its wielder's INT stat.

Book (ATK/INT)

The newest weapon in the Disgaea arsenal is interesting in that it offers a wide assortment of stats. It primarily gives its wielder extra INT, but also offers progressively larger bonuses to ATK and DEF, along with an assortment of summoning-based Weapon Skills that inflict heavy amounts of elemental damage. Like Staves, a character's Mastery with a Book gradually improves his or her spells' power; unlike Staves, a Book does not provide any benefit to spells' range or area of effect.

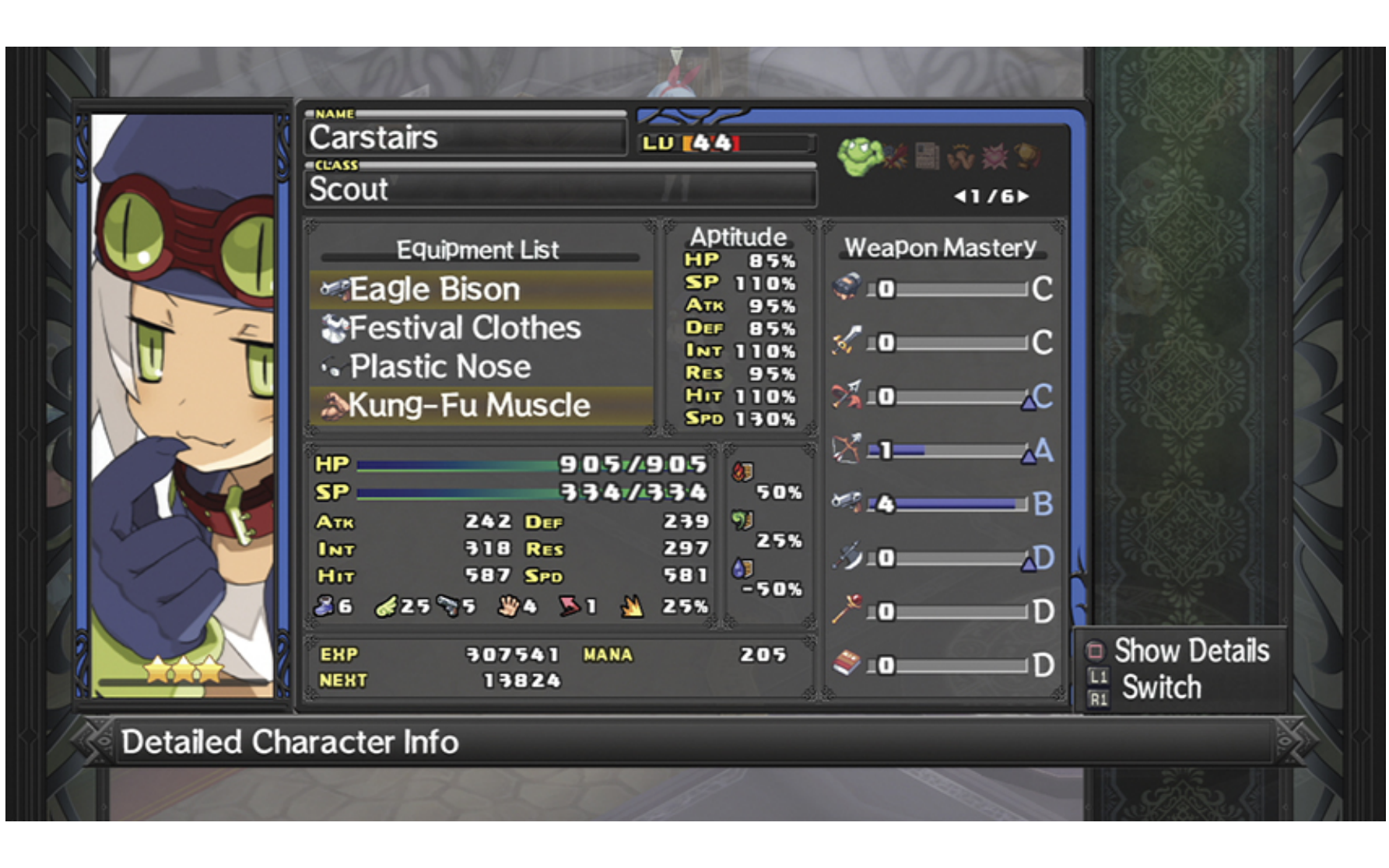
Unlike most weapons, a basic attack with a Book equipped works off of the average of the user's ATK and INT, rather than from the value of a single stat.

ATTACK ENTRY
502
TOTAL DAMAGE 502

Tip

The game is set up to reward you for having your humanoid characters stick with a single weapon apiece all the way through the game. Even so, don't forget that you can switch out your characters' weapons and armor on their turn by using the Equipment menu. Changing a character's weapon or armor does not count as an action and can be very helpful in the right circumstances.

Weapon Mastery



Weapon Mastery is shown on a character's Status screen as a list of weapons that are labeled with ranks that range from E to S. This represents their basic ability with each weapon, with E as the worst and S as the best. The better their rank, the faster they'll level their ability with that weapon, and thus the faster they'll learn that weapon's advanced skills.

The letters serve as the representation of a hidden numerical system.

- E = 0–4
- D = 5–9
- C = 10–14
- B = 15–19
- A = 20–24
- S = 25–35

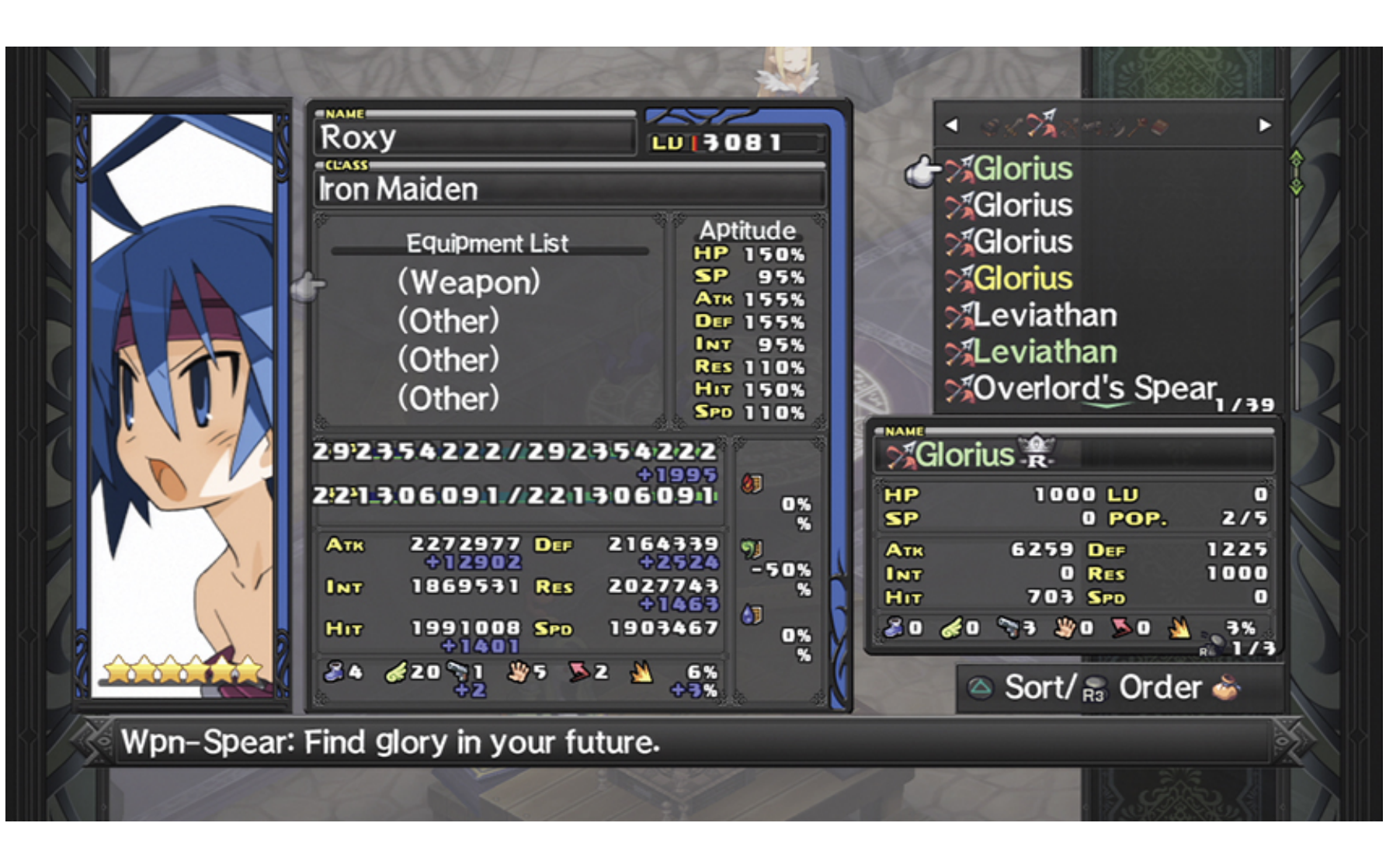
A character's base level of Mastery with a given humanoid weapon is set at creation by his or her job and rank. As part of the creation or Reincarnation process, you have the option to assign the character a weapon specialization, which effectively gives the character a +5 with that weapon, which is enough to push them up to the next rank.

You can also raise Mastery through apprenticeship. A character with a natural rank of S with a given weapon provides a +5 bonus with that weapon to his or her apprentices, while a rank of A only gives a +2. This bonus goes away immediately if the master-apprentice bond is dissolved, but any levels of Mastery that were earned during the apprenticeship will remain. The most you can ever add to a single character's innate Weapon Mastery is thus +10, or enough to get them to go up two ranks.

Weapon Mastery experience is gained by wielding the weapon in question. Every blow struck using a basic attack or a related Weapon Skill earns Mastery experience for a character, and unlike normal EXP, the attack doesn't have to defeat its target. For both Staves and Books, spells also count as Weapon Skills for the purposes of gaining levels of Weapon Mastery.

When using any humanoid weapon except the Staff, a character automatically learns its Weapon Skills upon reaching a Mastery level of 1, 3, 5, 10, 15, and 21. Two more skills are available for purchase from randomly encountered Prinny merchants in the Item World, who can teach you the seventh and eighth Skills for 2,000,000 and 4,000,000 HL each. These Skills can be learned regardless of the active character's current level of Weapon Mastery.

Weapon Mastery has a maximum level of 255. It may seem like a waste of time to level Weapon Mastery after 21, since you've already got all the Weapon Skills, but Weapon Mastery has a powerful secondary effect that makes it worth grinding up.

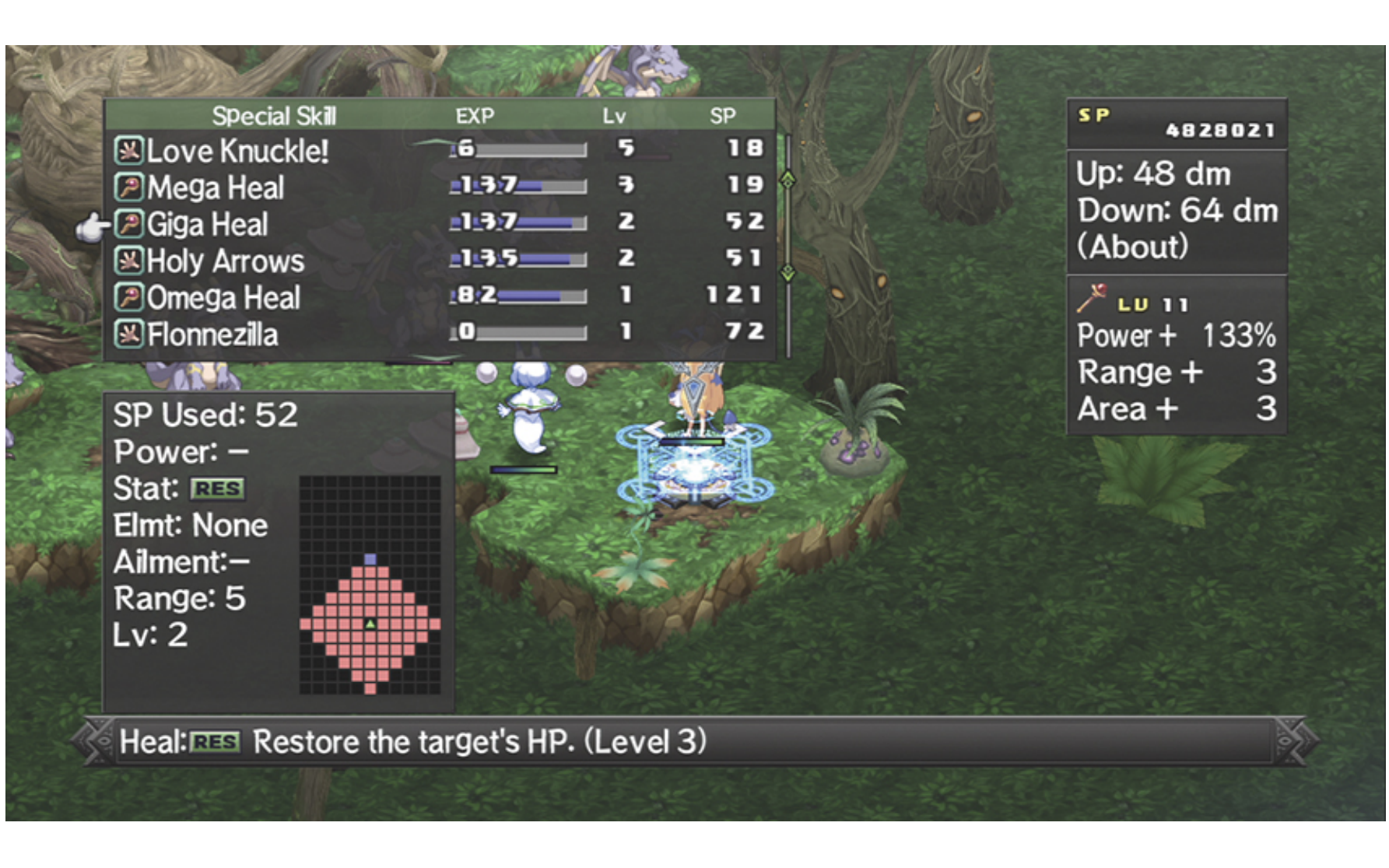


For every level of Weapon Mastery a humanoid character has, he or she receives a 3% bonus to any stats that he or she receives from equipping the weapon in question. For example, Roxy here (see picture) has 11 levels of Weapon Mastery with a Spear, and as such, receives an additional 33% of the HP, ATK, DEF, RES, and HIT granted when she equips that rare Glorius. In conjunction with the preexisting multiplier for those stats from her Aptitudes, she's getting a lot more out of that Spear than it should be giving her.

Thus, as you can see, once you start getting into the Post-Game and the high-rank weapons it has to offer, Weapon Mastery's value begins to skyrocket. This is a decent argument for deciding what weapon a humanoid character will specialize in near the start of the game, and then sticking with it all the way through to the end.

Since gaining Mastery is based on the number of attacks used rather than the level of enemies attacked, a good place to grind Weapon Mastery is Boundary of Darkness in Episode 5. When you begin the stage, you're surrounded by quite a few Spirits that are much lower-level than the enemies encountered in the rest of the Episode, which makes them excellent training dummies. If you don't mind tanking your Likability, you can also find a couple of Invincible Geo Panels somewhere, such as on Green Room in Episode 4, and have your characters spar with each other. The rate at which you gain Weapon Mastery experience can be adjusted at the Cheat Shop.

Staves, Books, Spells, & Weapon Mastery



Both Books and Staves, as mentioned above, give their wielders' spells a power boost. For every level of Weapon Mastery with a currently equipped Staff, the wielder gets a 3% bonus to his or her spells' power, to a maximum of 200%. Books grant only a 1% bonus per level of Mastery, but have the same upper limit.

A humanoid character who's wielding a Staff also enjoys a bonus to his or her spells' range and area of effect that's based upon his or her level of Weapon Mastery. This bonus stacks with whatever range and area modifiers granted by individual spells' levels, although no spell can affect more than nine panels at a time.

STAFF MASTERY'S EFFECTS ON SPELL RANGE

Staff Weapon Mastery	Bonus to Area of Effect
0–2	1
3–6	2
7–15	3
16–20	4
21 and up	5

Staff Weapon Mastery	Bonus to Range
0–2	1
3–9	2
10–14	3
15–20	4
21 and up	5

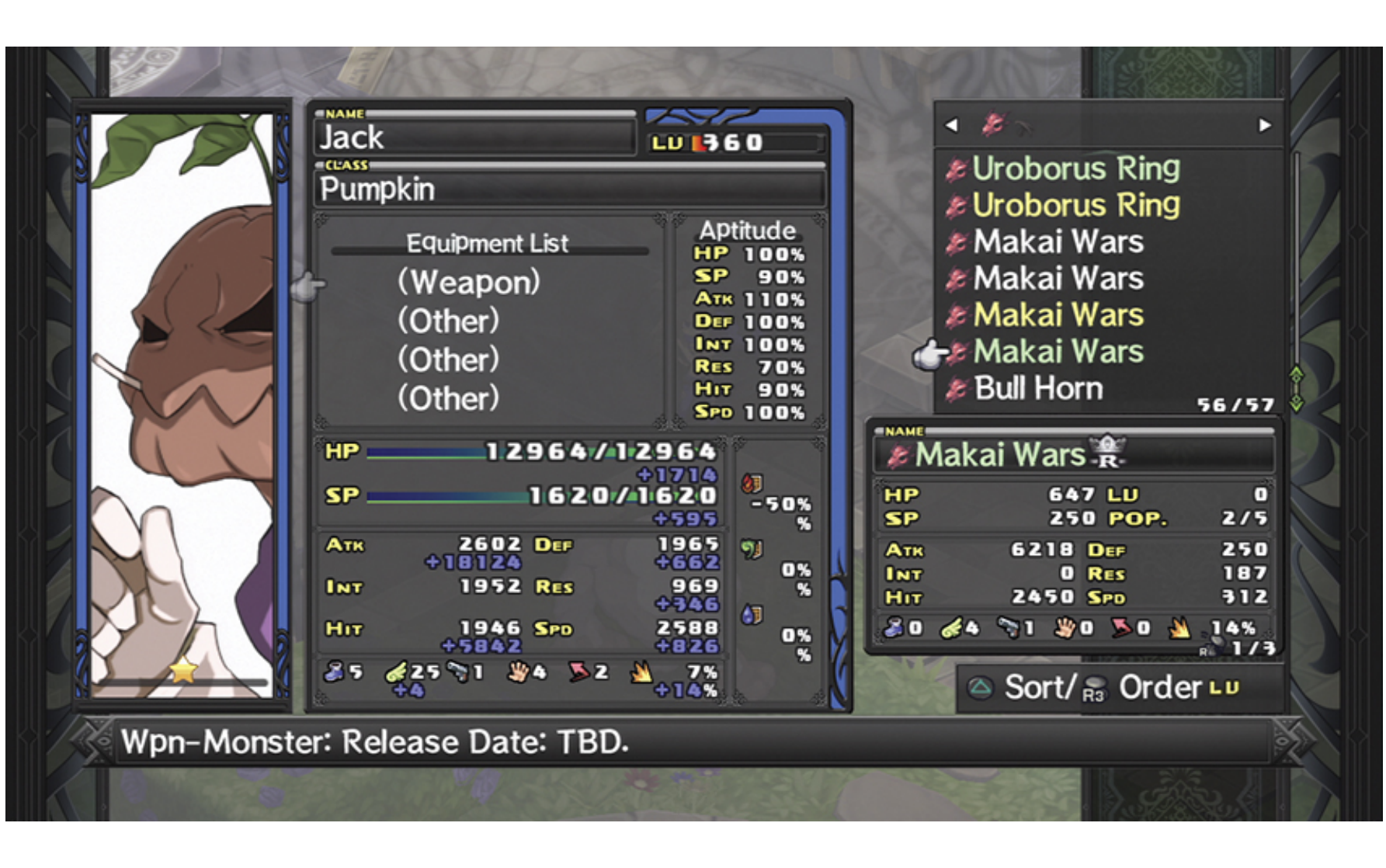
Monster Weapons

Your monstrous units cannot use humanoid weaponry and do not have Weapon Mastery at all. Instead, they use Monster Weapons.

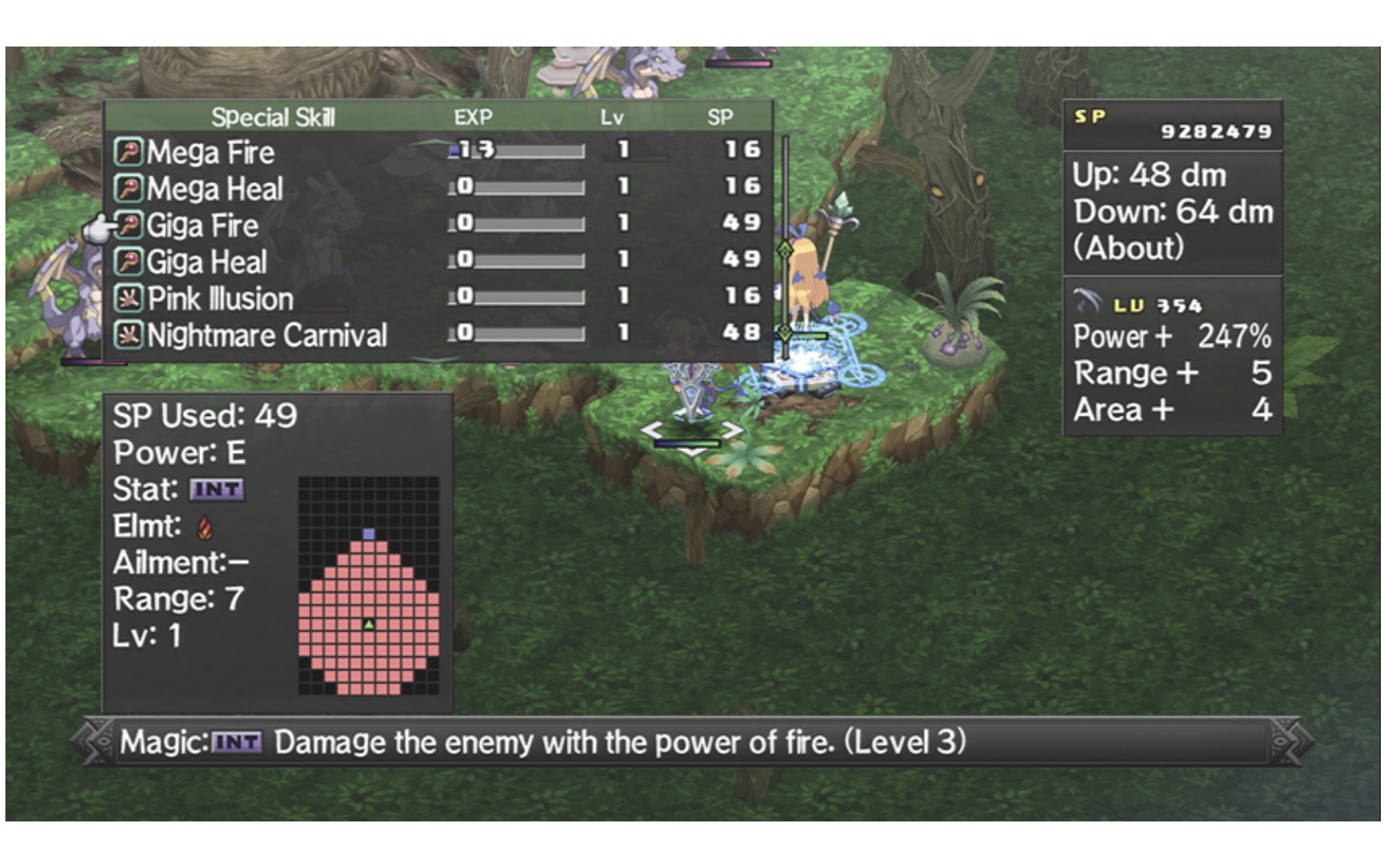
There are two kinds of Monster Weapon. One kind provides a boost to ATK and HIT and the other improves the user's ATK and INT. If your monster is a brawler and its Skills use ATK, equip the former kind of Monster Weapon; if your monster's a spellcaster, use the latter. Magic-friendly Monster Weapons are easy to identify at a glance, as every single one of them is a kind of Emblem. There's something to be said for simplicity.

Monster Mastery

Given the aforementioned power of Weapon Mastery for humanoid units, its lack may seem like a drawback for monsters. Just as with the whole Lift & Throw thing, monsters have a compensation: Monster Mastery.



Simply enough, monsters receive a level-based multiplier to the stats of any weapon they're using. At level 1, this is a flat 1% bonus, but as a monster levels up, the multiplier scales appropriately. At level 9,999, Monster Mastery tops out at a 1,199% modifier, which makes it both slightly easier to achieve and much more potentially powerful than Weapon Mastery. What monsters don't have in versatility, they make up for with sheer numbers. For example, Jack here is "only" level 360, but thanks to his Monster Mastery, he's getting nearly three times the stats that he should when he equips that Monster Weapon.



For monsters that use spells, such as the Sea Angel or Succubus, their spells' power improves with level in much the same way that humanoid spellcasters' do. For monsters, however, it's much simpler; their spells receive a 1% bonus to their power per level of the monster, to a maximum of 200%. In a similar vein, a spellcasting monster also receives bonuses to its spells' range and area of effect that are simply based upon its level.

However, neither of these bonuses apply at all unless the monster in question has the proper kind of Monster Weapon equipped. Specifically, they must use Emblems. Without one, a monster's spells work on a purely baseline level.

MONSTER MASTERY'S EFFECTS ON SPELL RANGE & AREA

Character Level	Area of Effect
0–20	1
21–40	2
41–60	3
61 and up	4

Character Level	Range
0–20	1
21–60	2
61–120	3
121–200	4
201 and up	5

Armor & Accessories

Laharl
Overlord?
Equipment List
Demon Cutter
Duralumin Shield
Fight Muscle
Magical Vest
Aptitude
Weapon Mastery
Show Details
Switch
Detailed Character Info

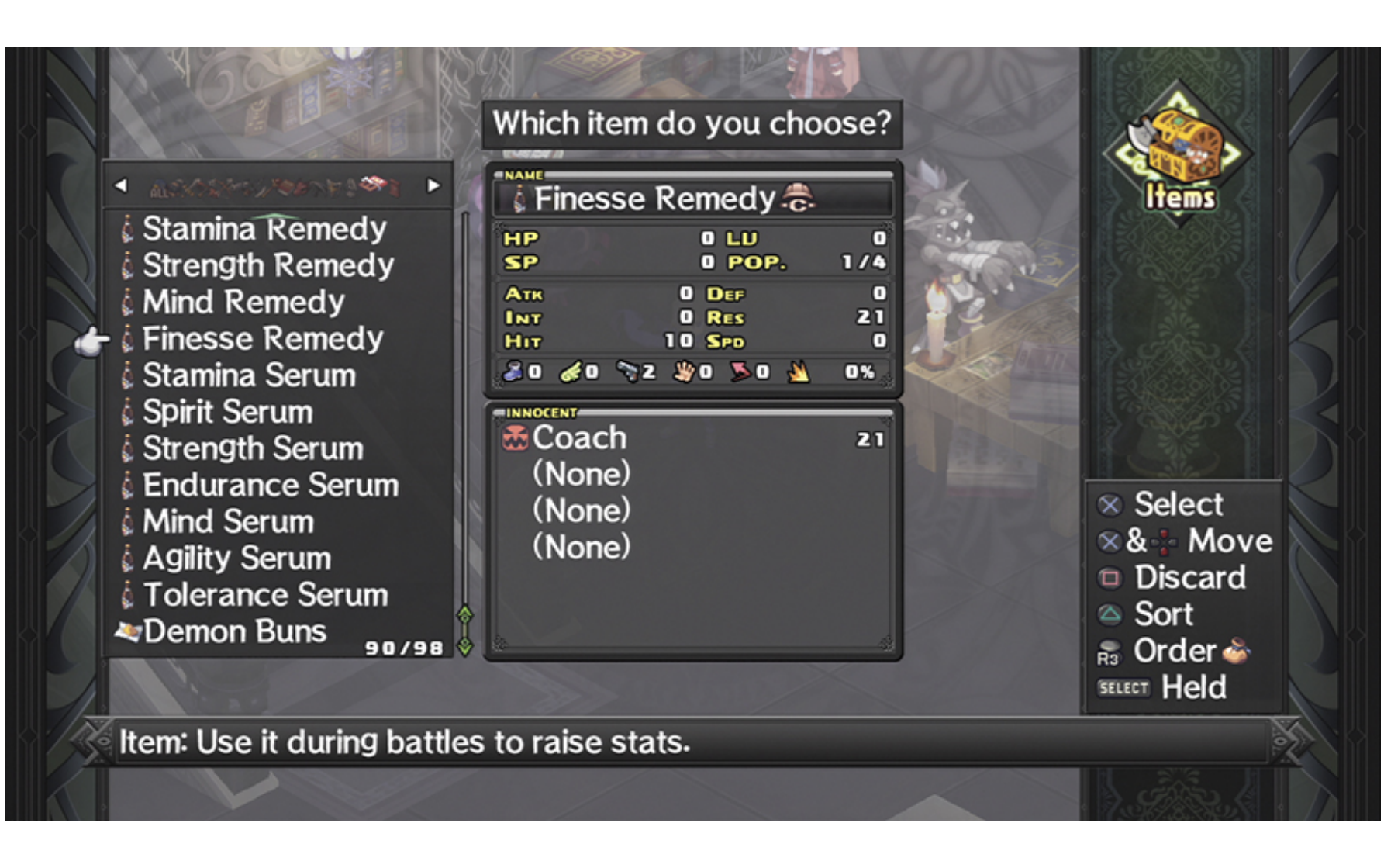
Any unit in the game can equip up to three additional pieces of equipment regardless of type. If you want to equip three pairs of Shoes, go ahead. Just don't think too much about how you're doing it.

For organization's sake, when you opt to equip either armor or accessories on a character, the two menus are split into armor and accessories. Armor is a catch-all category for all sorts of hats, chest plates, robes, and shields, while the accessories section encompasses Belts, Shoes, Orbs, Glasses, Muscles, and Emblems. The term Emblems includes a variety of items that provide a bonus to all eight primary stats at once such as the Dark Rosary or Devil Ring. Don't get them confused with the spellcaster-friendly kind of Monster Weapon.

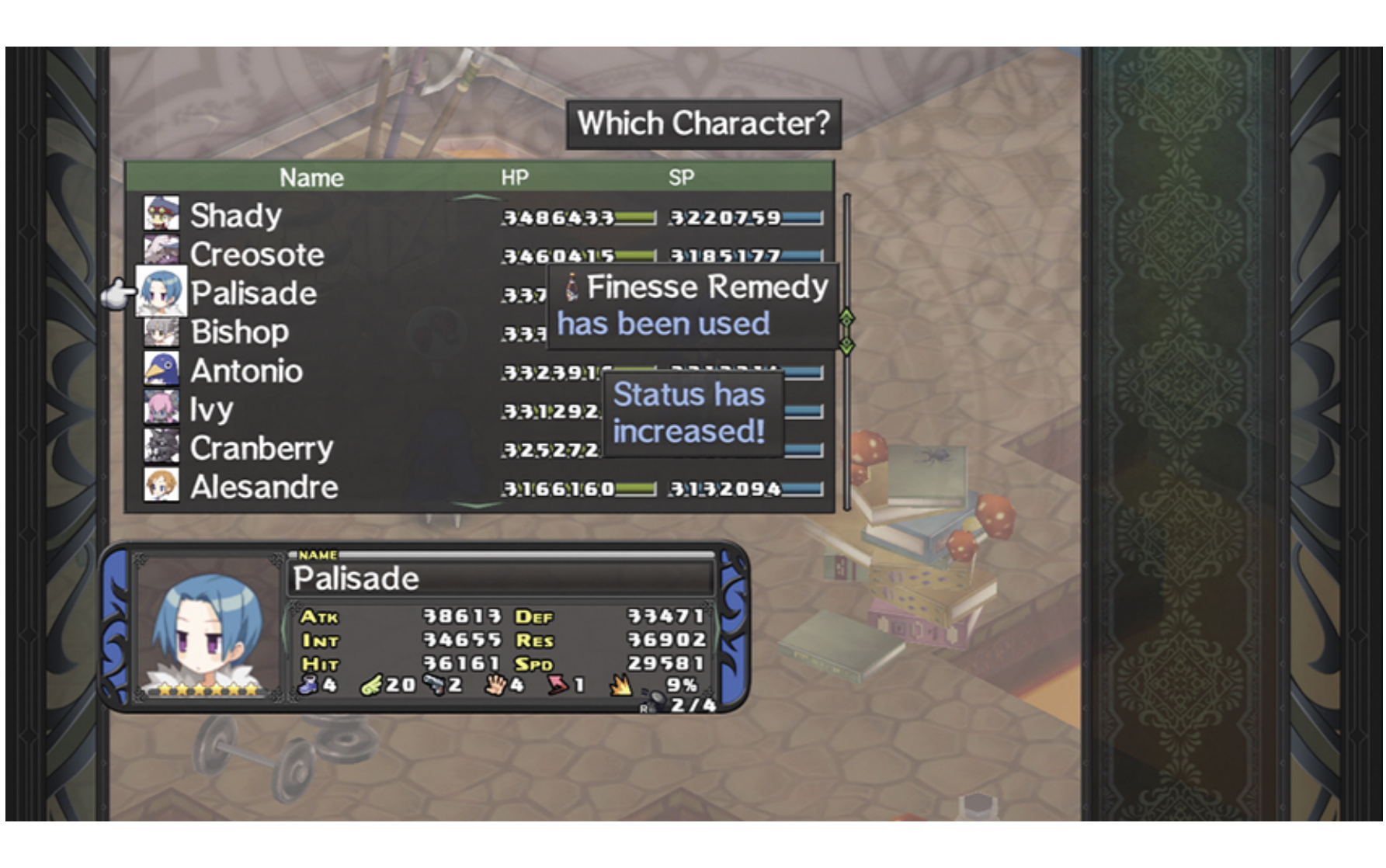
As a general rule, Armor improves DEF and RES; Glasses boost INT and HIT; Belts provide an ATK bonus; Shoes give additional HIT, SPD, Move, and Jump to their wearers (as do several unique accessories found in the Post-Game like the Accelerator, which aren't Shoes but basically do the same thing); Orbs give their holder more SP and RES; and Muscles give nothing but pure HP. Notably, the Rosen Queen Trading Company never sells Orbs, Emblems, or Muscles.

Items

Where other games might have elixirs that restore health, Disgaea has candy, food, and beverages. A quick snack during battle replenishes a character's lost HP and SP, or cures status ailments.

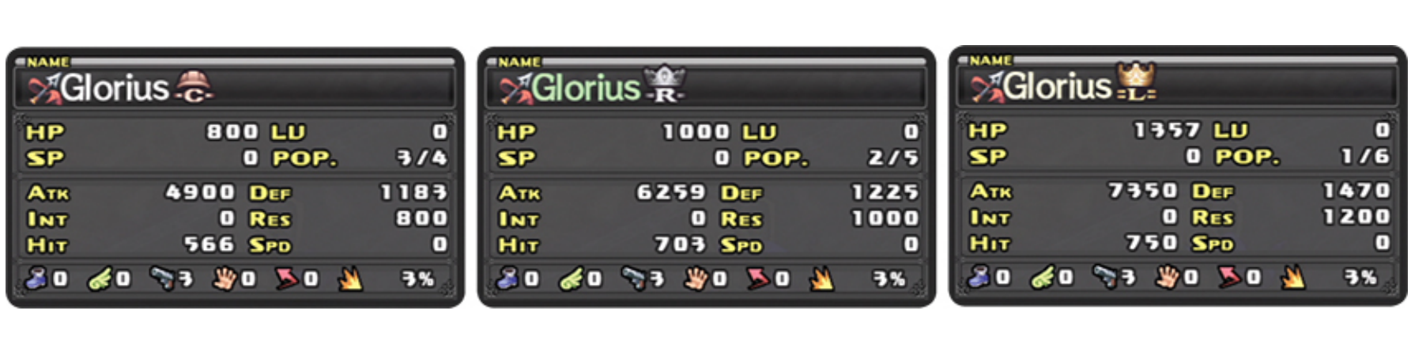


You can also find Salves and Potions in treasure chests or sold by rare vendors in the Item World. These are difficult to come by, but provide a character with an immediate and permanent boost to the associated stats. Like consumable items, you can see which stats they'll improve by looking at their profile from the Items screen.



Note that even though Potions and Salves specify that they should be used in battle, you can get the full use out of them if you simply use them from the Items menu in Laharl's Castle. This may work better for you than trying to remember they're there while you're in a fight.

Rarity and Quality



Every item in the game can come in one of three levels of quality: common, rare, and legendary. Common items' names appear in lists and menus as solid white, while rare items flash yellow and legendary items' names are listed in gold.

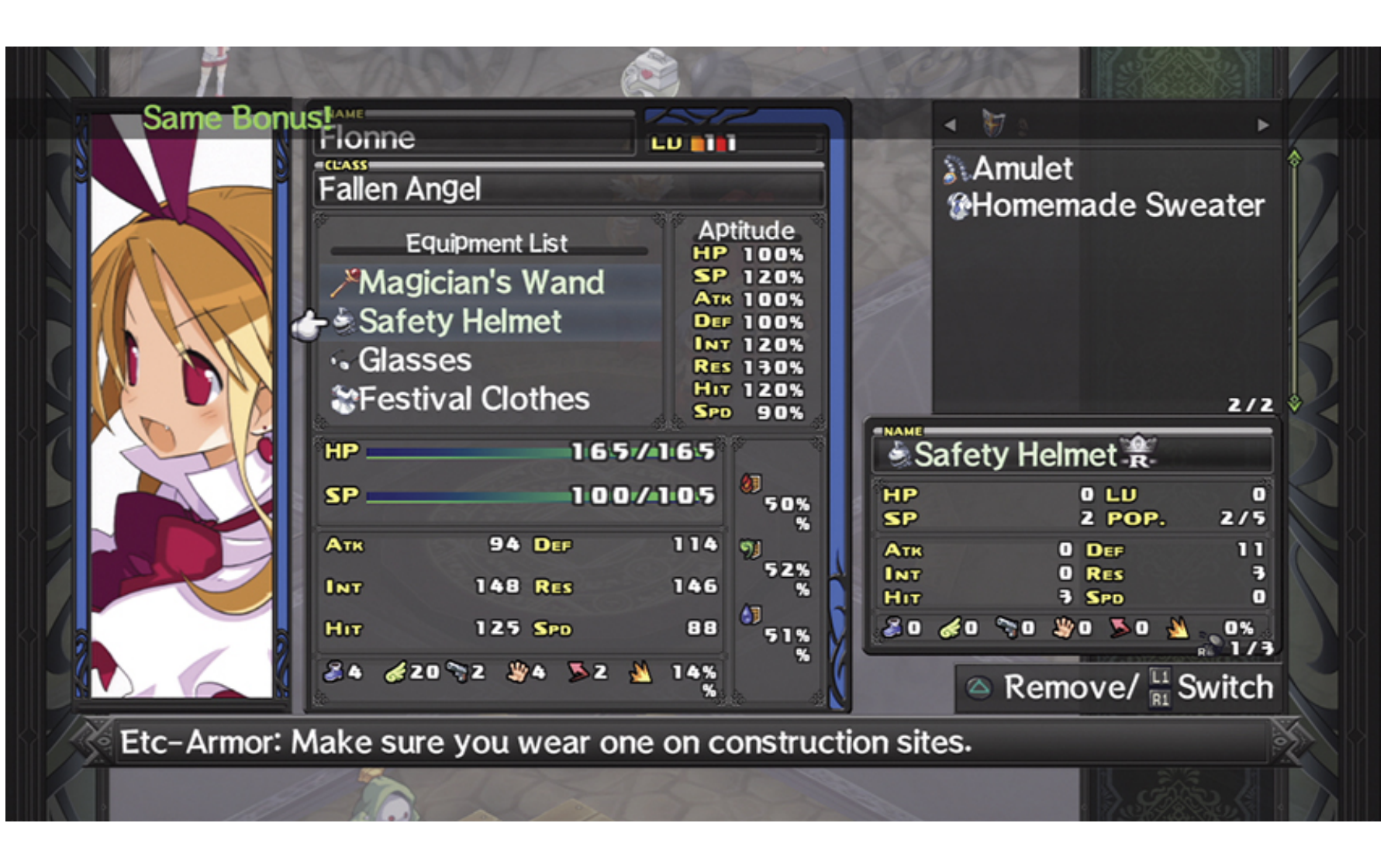
A common item is the baseline version of the item. It can hold up to four separate Innocents within it and you can improve its stats by passing a bill in the Item Assembly, but only once. Rare items can hold five Innocents and support up to two bills; legendary items can hold six Innocents and support up to three bills, with more made possible by descending to its lowest floor in the Item World.

There's no reason at all to use a common item if you have a rare or legendary version on hand. A rare version of an item will give 120% to 125% of the stats of the common version, and the legendary can give anywhere from 133% to 150%. This even applies to equipment that penalizes a stat, such as Axes; a rare or legendary item will provide a greater penalty than a common version of the same item will. In the case of consumable items, the rare or legendary version will have 120% to 150% of the effect of the common edition.

It's worth mentioning here, however, that you can upgrade common or rare items to legendary quality with a little work. If you go to Minato in Laharl's Castle and enter the Item World inside a common-quality weapon or piece of armor, you'll end up inside a 30-floor dungeon with a powerful Item General at its end. Going through all 30 floors will improve the item's power and stats significantly, but also upgrades the common item to rare quality.

In a similar vein, if you enter the Item World inside rare-quality weapons or armor, you'll find a 60-floor dungeon with an Item King waiting for you on its lowest floor. Defeating it will further improve the item and upgrade it to legendary quality. This is a great way to save money early in the game, as equipment that's been leveled up a few times in the Item World is often better than expensive replacements from Rosen Queen.

Same Bonus



A character who equips more than one item of rare or legendary quality receives a "Same Bonus." The Same Bonus applies to every item the character is wearing that is of the same level of quality, and takes the form of a multiplicative bonus to every stat that the item awards to its user.

For example, if Flonne is already using a rare-quality Goddess Stick and she equips a rare-quality Devil Ring, she'll receive more of the stats that she's getting from both the Stick and the Ring. If she then goes on to equip a rare-quality pair of Cross-Trainers, she'll get a bonus to them and further bonuses from the Ring and Stick. If the Cross-Trainers were legendary or common quality, however, they wouldn't be part of the Same Bonus.

This bonus can vary widely due to interaction with a character's Aptitudes and Weapon Masteries, but is generally around 25% of the item's original stat value. This means that if a character is wearing four rare or legendary items, they can receive up to 100% of each individual item's stat value due to the Same Bonus.

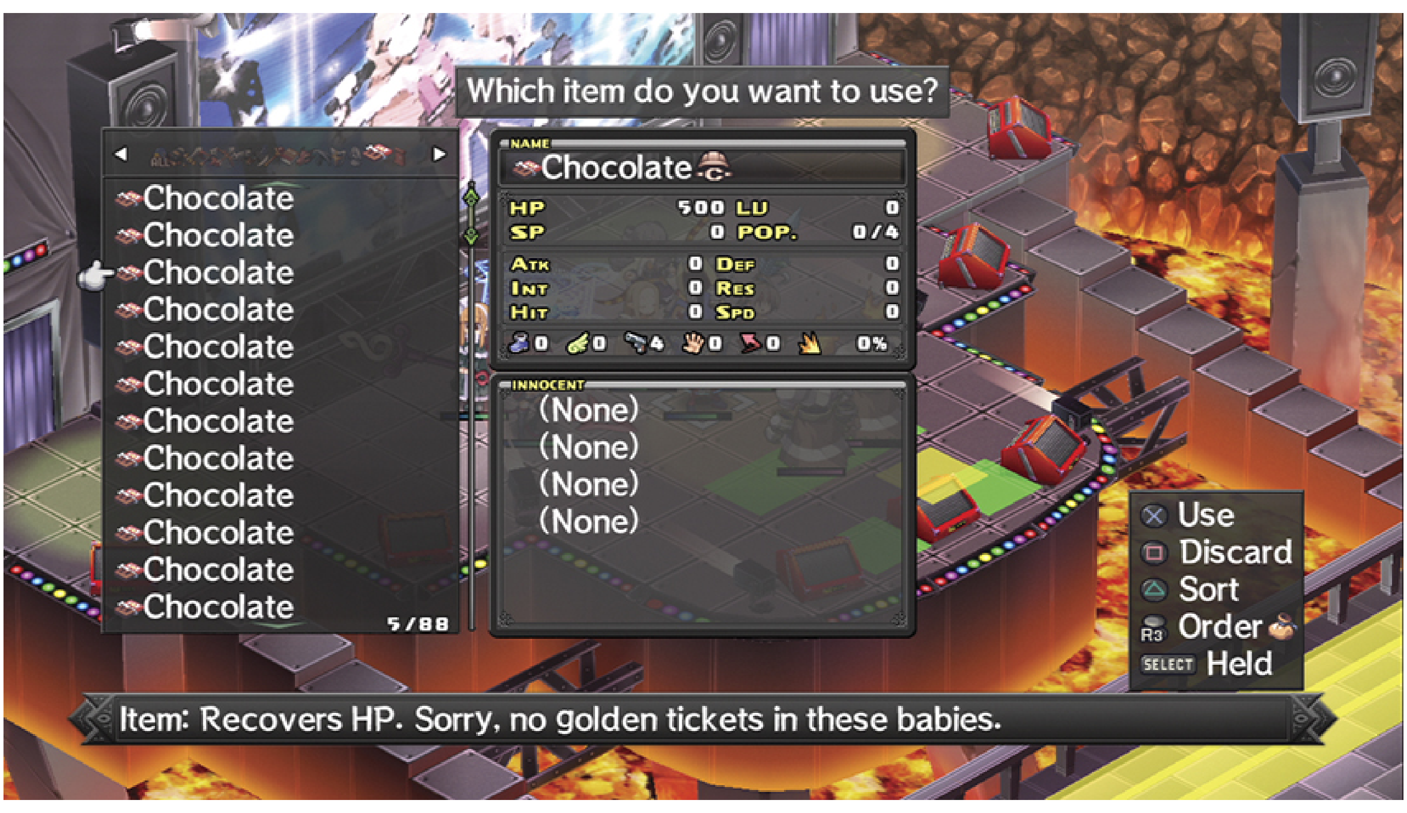
Only the six primary stats, HP, and SP are affected by a Same Bonus. Items that raise Move, Jump, Counter, Critical, Throw, or Range are unaffected.

Damage & Healing

Most of the damage in Disgaea D2 is headed in your general direction. That's the price you pay for being the Overlord of the Netherworld; just about everyone you meet is interested in recreational regicide. Despite Laharl's protests, you're going to get pummeled.

Recovery & Death

In the field, you have two basic methods of recovering HP: items and Heal spells.



Which item do you want to use?

Item: Recovers HP. Sorry, no golden tickets in these babies.

Items are easy to explain. You can buy candy and drinks from the Rosen Queen Trading Company that will restore small amounts of HP and SP. (It's the Netherworld. Part of being a demon is not caring about diabetic shock.) This is very handy early in the game, but it becomes functionally obsolete in the Post-Game, as the best healing item that Rosen Queen ever sells is the Eclair at Product Rank 10, which only restores 2,800 HP. Rosen Queen also never gets access to consumables that restore both HP and SP, such as Yummy Kimchee.

Better healing items can be found as Bonus rewards and in treasure chests, but that means they're random drops. The game is built around the assumption that after you reach level 30 or so, you'll be doing most if not all of your battlefield healing with Heal spells and reserving your items for emergencies.

As for recovering from death ... well, you can't, or at least you can't on your own. A unit that is destroyed disappears completely, both from the battlefield and from your in-game roster. As far as you're concerned, that unit no longer exists until it's revived at the Netherworld Hospital.

Are you okay? It will be Game Over when all of your dispatched units (max 10) die.

At the same time, however, death is cheap in D2. The cost in HL of reviving a fallen character at the Netherworld Hospital increases with the dead character's level but is generally trivial. Even if you lose ten units on a stage and get a game over, you'll simply be returned to the Netherworld Hospital none the worse for wear. You even get to keep any items, EXP, Mana, and HL that you acquired before your untimely demise, and the first time you get a game over also unlocks a Trophy.

It's actually possible to farm certain stages for items that would otherwise be rare—usually because a particular enemy unit that uses that item appears only on a certain stage on your first visit, such as a boss, and is gone if you return to the stage after clearing it—if you run in, steal the item in question, and then have your characters deliberately commit mass suicide. It's morbid, yeah, but you can do it. The next time you visit the stage, the item's owner will have replaced whatever you've stolen.

Status Ailments

There are five kinds of ailments in Disgaea D2, and if a unit is affected by any of them, a matching icon appears in a window above their portrait and on the field above their sprite's head.

Unless there's some other factor in play, such as an enemy's Evility, a status ailment lasts two turns before going away on its own. If you'd like to cure it sooner, you can cast Espoir or use Fairy Dust on the afflicted unit.

Status ailments come up a lot in Disgaea D2. Many monsters inflict specific ailments as a side effect of their Special Skills, and there are a number of Innocents that, if they appear on enemies' weapons or armor, add a chance for that enemy's attacks to inflict an ailment. You'll also run into a few stages in the main story campaign that use certain combinations of enemies' Evilities to amplify the damage or duration of ailments.

Get into the habit of apprenticing your characters to Flonne for a few levels early in their careers so they can learn her Espoir spell, since Espoir is cheap and doesn't depend upon its user's stats to be effective. As an alternative, you can also buy Fairy Dust from Rosen Queen, which instantly cures any and all status ailments when used.

Poison

A Poisoned character takes up to 20% of his or her maximum health as damage at the beginning of his or her team's next turn. Unlike some other CRPGs, Poison damage is capable of killing the character that's so afflicted. Mothmen have several Evilities that specifically enhance the damage caused by Poison, which is used to complicate things in several early levels.

Sleep

When hit by Sleep, a character is unable to take any actions. An attack breaks the Sleep effect early, but is also an automatic critical hit.

Paralysis

When afflicted with a Paralysis debuff, a character cannot use the Move command. He or she can still use all abilities and Skills, but cannot move from his or her current position. You can use Skills that involve the character ending up in a different place than where he or she started, however, such as Impaler Drop or Point Blank Blaster. This is also referred to in some places in the game as a Stun effect.

Silence

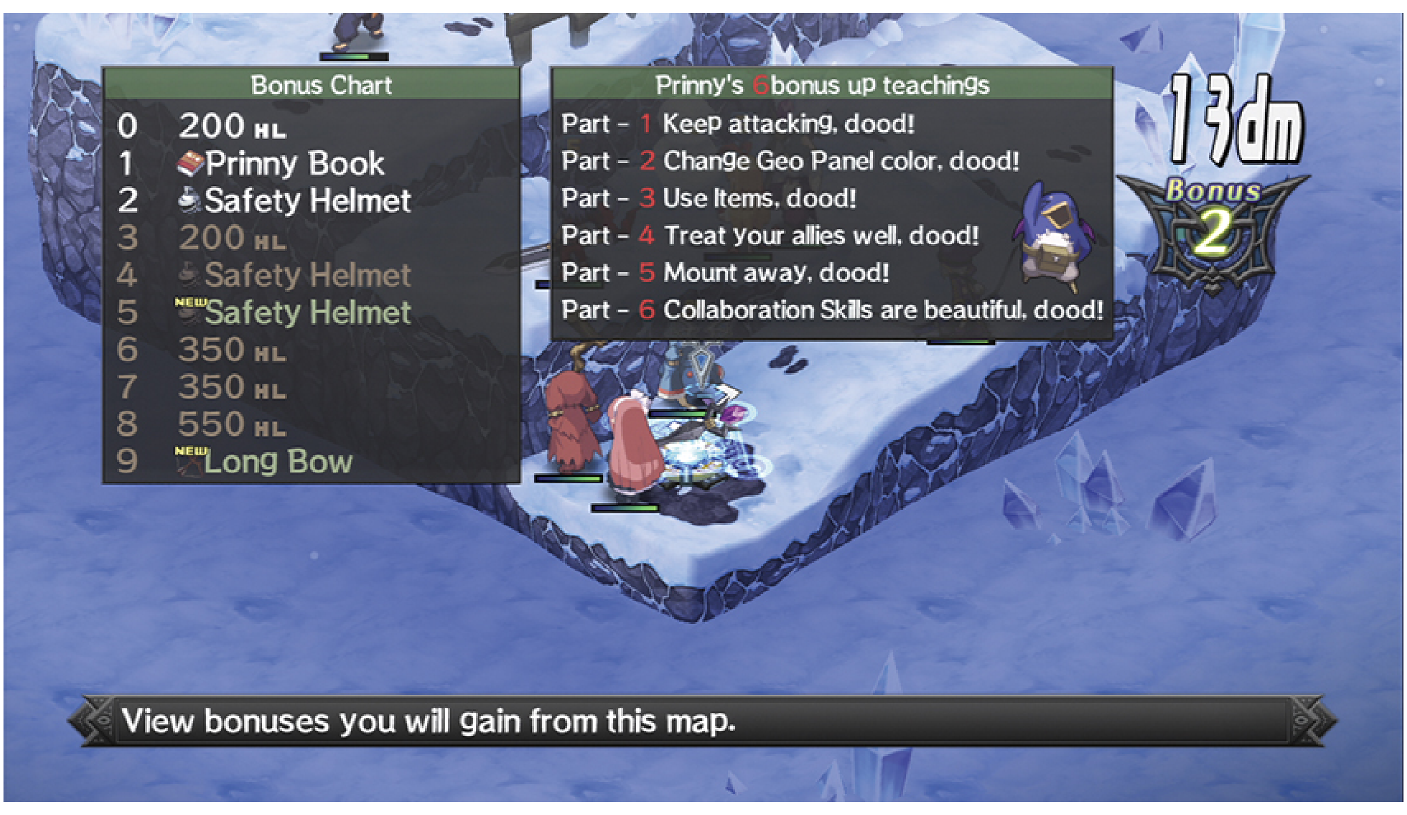
The afflicted character cannot use Special Skills until the Silence effect is removed. Their INT is treated as if it's 0 for the duration, which affects their attack power with Books or Staves. They can still attack, move, and use items, however. This is also referred to in places as Confusion.

Deprave

A Depraved character suffers a flat 30% reduction to ATK, DEF, INT, RES, HIT, and SPD. The character otherwise functions as normal but does not earn EXP or Mana during the effect's duration.

The Basics

The Bonus Meter


Bonus Chart

0	200 HL
1	Prinny Book
2	Safety Helmet
3	200 HL
4	Safety Helmet
5	NEW Safety Helmet
6	350 HL
7	350 HL
8	550 HL
9	NEW Long Bow

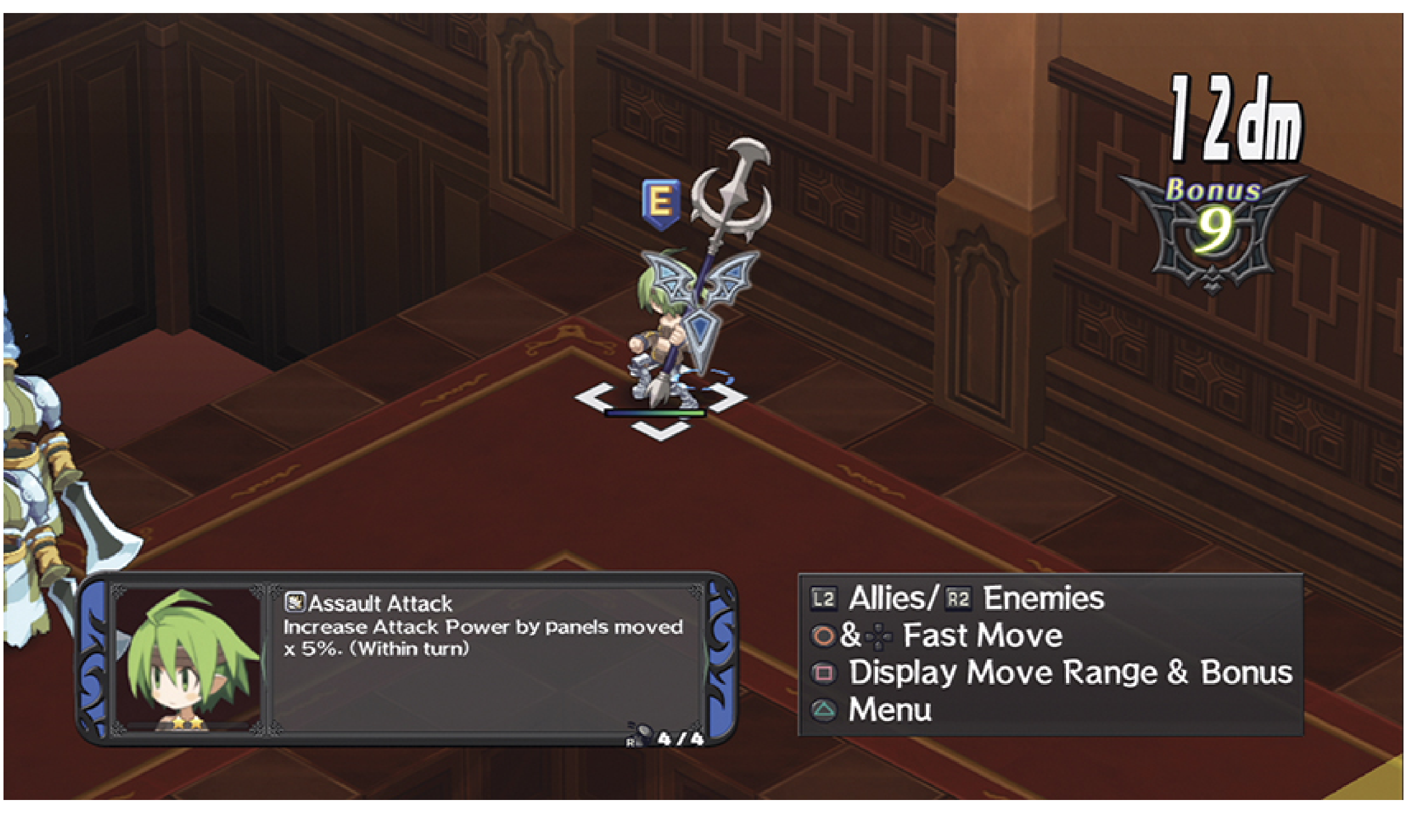
Prinny's 6 bonus up teachings

Part - 1 Keep attacking, dood!
Part - 2 Change Geo Panel color, dood!
Part - 3 Use Items, dood!
Part - 4 Treat your allies well, dood!
Part - 5 Mount away, dood!
Part - 6 Collaboration Skills are beautiful, dood!

Every map in Disgaea D2 has prizes attached, in the form of the Bonus Meter. This is a randomly determined list of up to 10 rewards you can earn for performance on the map. The higher the map's Bonus Rank, the better the prizes are. You can check this list at any time during your turn by selecting the Bonus option from the menu.

These bonuses can include EXP, which is handed out equally to every character who is still alive when the stage has been cleared; HL; consumable items like food or Fairy Dust; goods you can use as bribes in the Dark Assembly; or equipment, including rare- or legendary-quality weapons, armor, and consumables. You'll receive any prizes you've earned upon clearing the stage, at which point they'll show up in your Items menu.

Any successful attack partially fills the Bonus Meter, but advanced tactics are rewarded with increasingly large bonuses. Any method by which you can get multiple extra actions in a turn is a good way to fill the Bonus Meter, which includes Combo Attacks, Counterattacks, Cover Attacks, and long Geo Chains. The more hits you can rack up, the better the Bonuses get.


Assault Attack
Increase Attack Power by panels moved x 5%. (Within turn)

The Bonus Meter maxes out at level 9, at which point it cannot be filled any further and you'll receive all the listed rewards upon clearing the map.

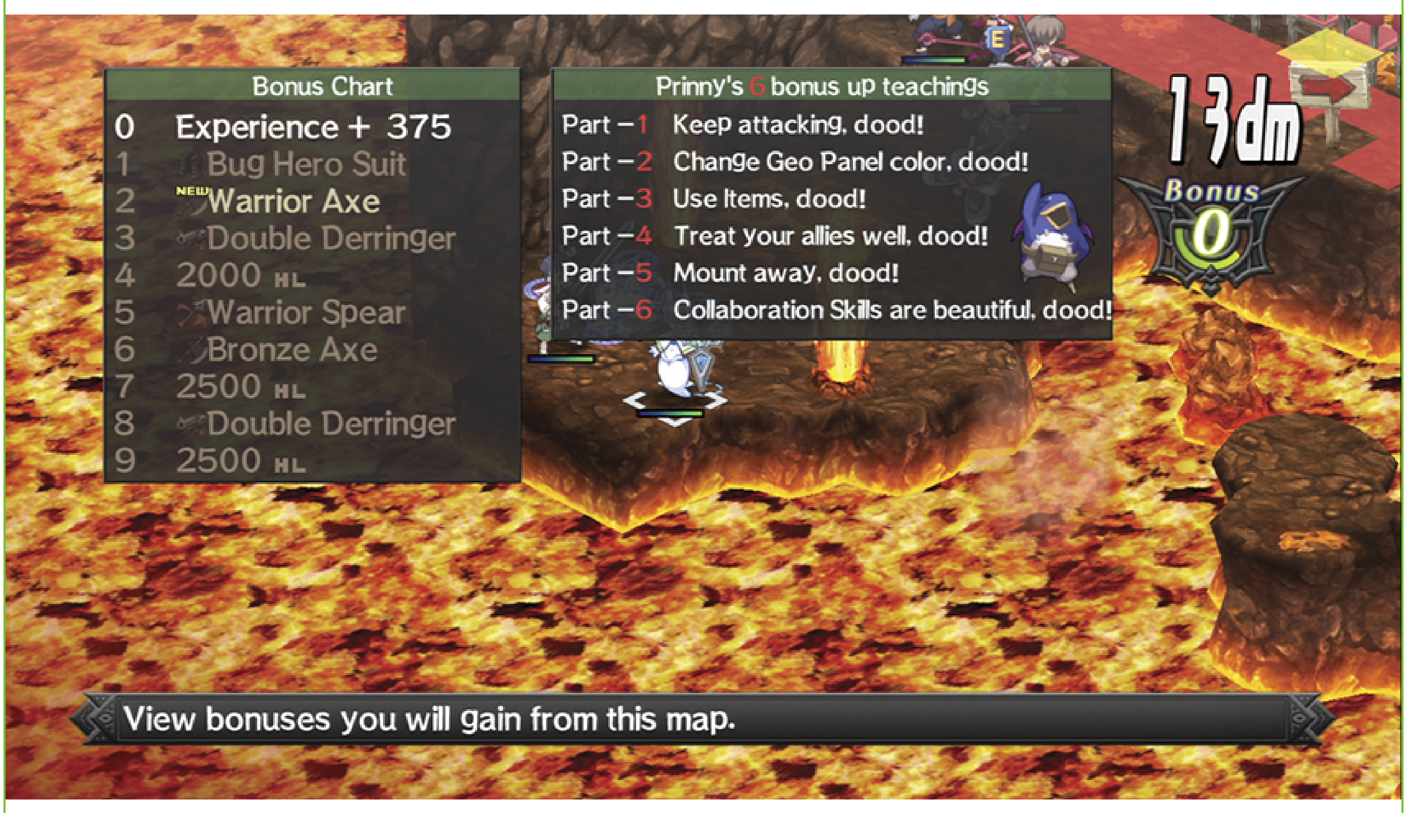
You can pass a Bonus Items, Please bill in the Dark Assembly that automatically fills the Bonus Meter to level 3 at the start of the next stage you enter. This is something of a gamble, as the Bonus Meter and its contents are always randomly determined and as such you won't know whether or not the rewards will be useful. You pays your Mana, then, and you takes your chances.

The quality of the rewards in a given stage is determined by its Bonus Rank, which is listed on the stage selection screen. While there are several different ways to make the enemies on a stage more powerful, the Bonus Rank is fixed and cannot be changed.

Tip

Coasting to Greatness

Any character who is present on a stage when it's cleared is eligible to receive EXP from the Bonus Meter rewards, even if they haven't taken a single action after leaving the base panel. Simply bring them out just before you defeat the final enemy on the map and they'll receive "free" experience points.

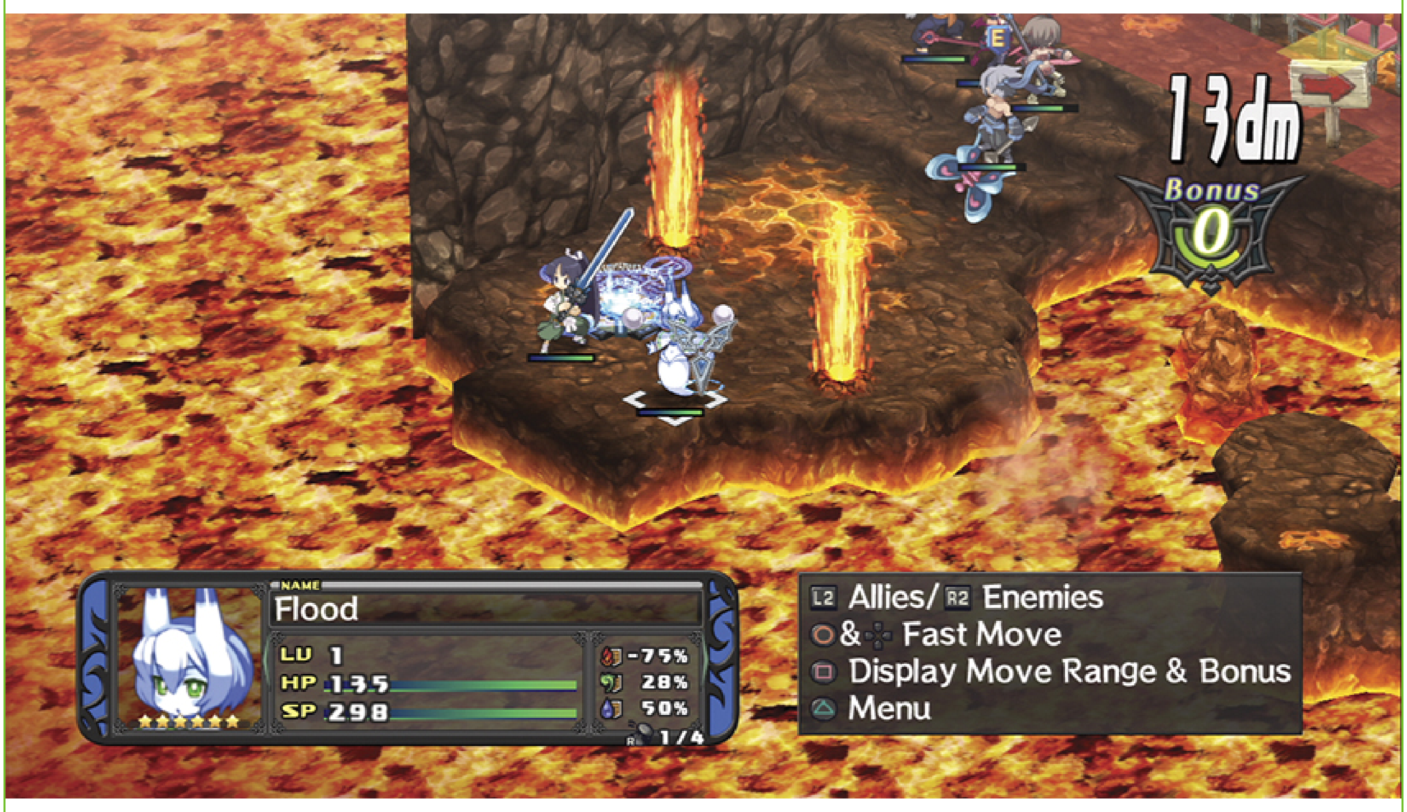

Bonus Chart

0	Experience + 375
1	Bug Hero Suit
2	NEW Warrior Axe
3	Double Derringer
4	2000 HL
5	Warrior Spear
6	Bronze Axe
7	2500 HL
8	Double Derringer
9	2500 HL

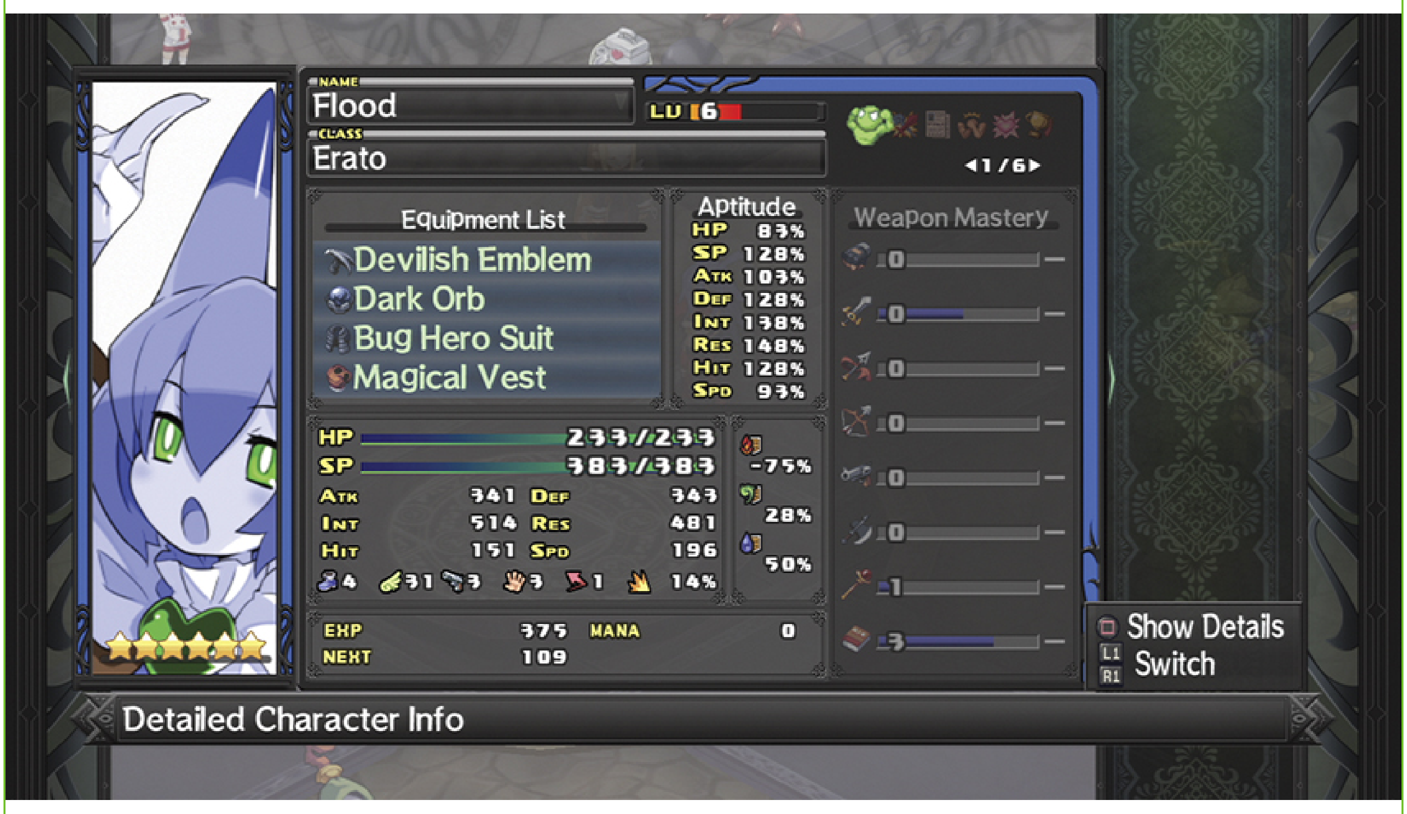
Prinny's 6 bonus up teachings

Part – 1 Keep attacking, dood!
Part – 2 Change Geo Panel color, dood!
Part – 3 Use Items, dood!
Part – 4 Treat your allies well, dood!
Part – 5 Mount away, dood!
Part – 6 Collaboration Skills are beautiful, dood!

This is a relatively painless method of leveling up your newer or weaker units, such as healers, fresh reincarnations, or new recruits. Check the Bonus Meter upon entering a stage, and if you see multiple EXP rewards, consider keeping a couple of your character slots open so that you can bring out your lower-end units on your last turn.


NAME Flood
LV 1
HP 135
SP 298
-75%
28%
50%

This stage gives EXP as a Bonus Reward, so I deploy a newbie Sea Angel ...


NAME Flood
LV 6
CLASS Erato

Equipment List
Devilish Emblem
Dark Orb
Bug Hero Suit
Magical Vest

Aptitude	
HP	83%
SP	128%
ATK	103%
DEF	128%
INT	138%
RES	148%
HIT	128%
SPD	93%

HP 233/233
SP 383/383

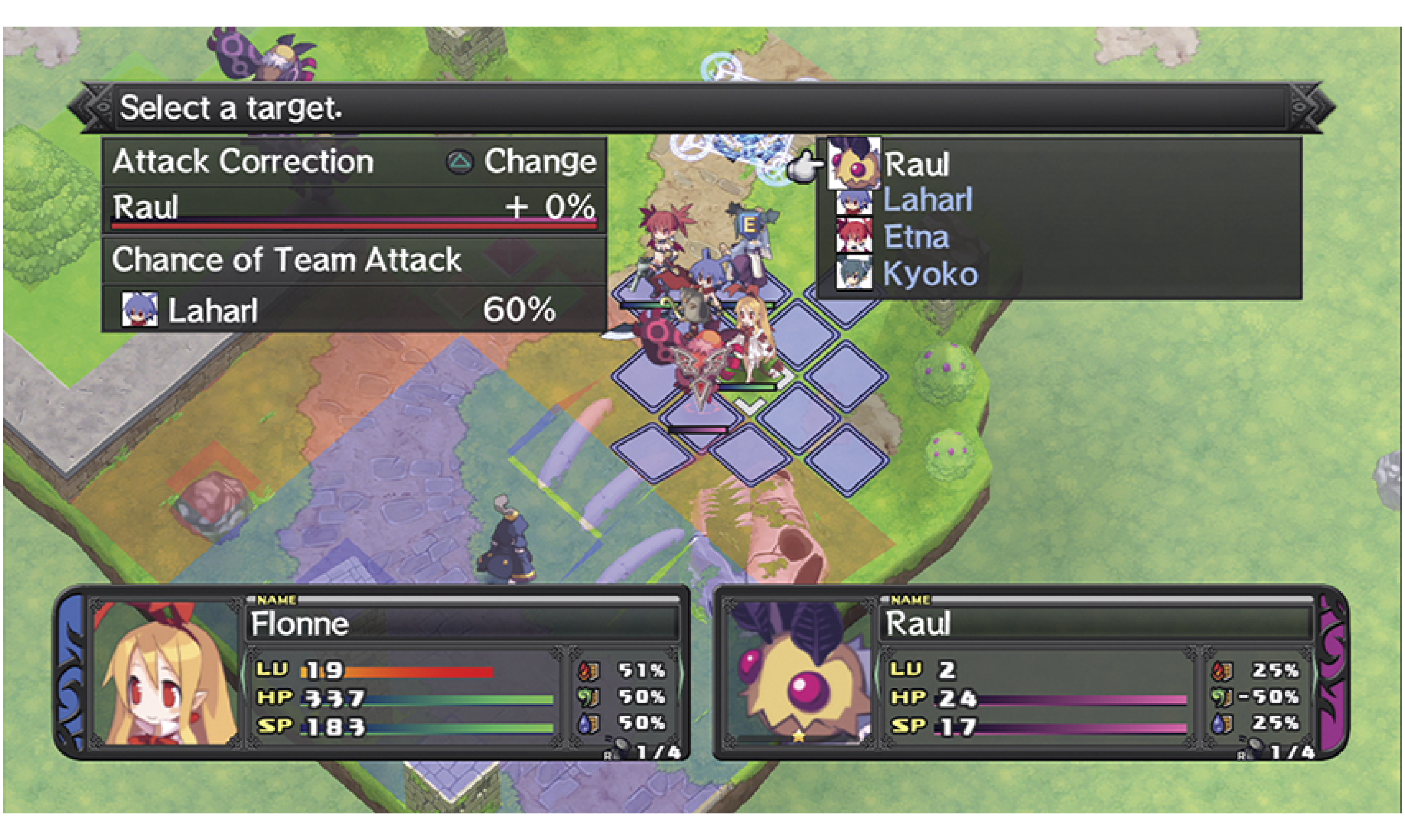
ATK	341	DEF	343
INT	514	RES	481
HIT	151	SPD	196

EXP 375 MANA 0
NEXT 109

... who gets five free levels simply for having been there.

The Basics

Geo Effects



In many of Disgaea D2's stages, the fighting is complicated by the presence of Geo Effects. These are specific bonuses or penalties that afflict or enhance any unit that happens to be standing on certain colored parts of the map that are known as Geo Panels. These Effects can be anywhere from mild annoyances to game-changers, and how you work with or around them is often key to your success.

Geo Panels

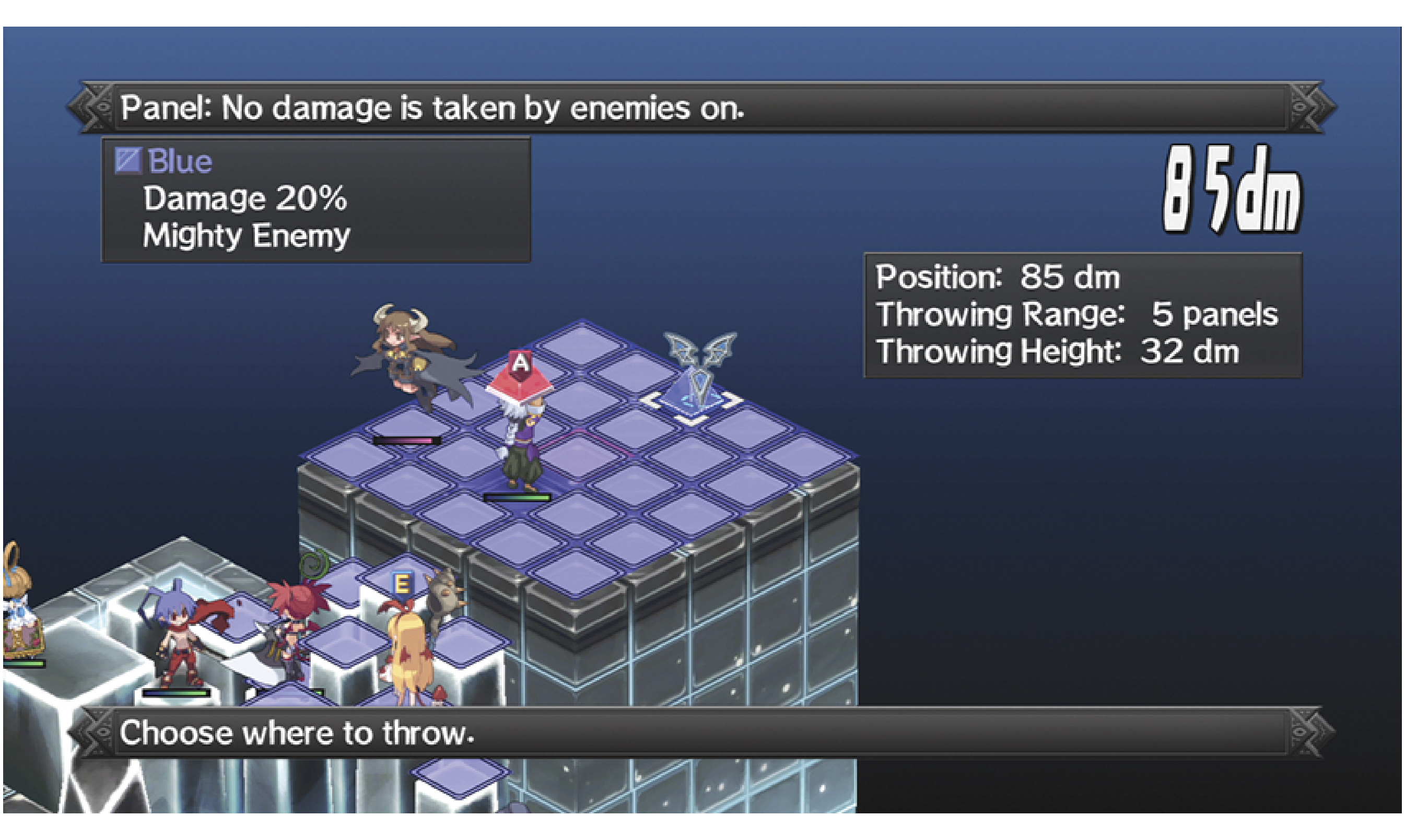
The multi-colored floor tiles that carry Geo Effects are called Geo Panels. By themselves, they're harmless. A Geo Panel without a Geo Symbol on it is just a different-colored square on the map.

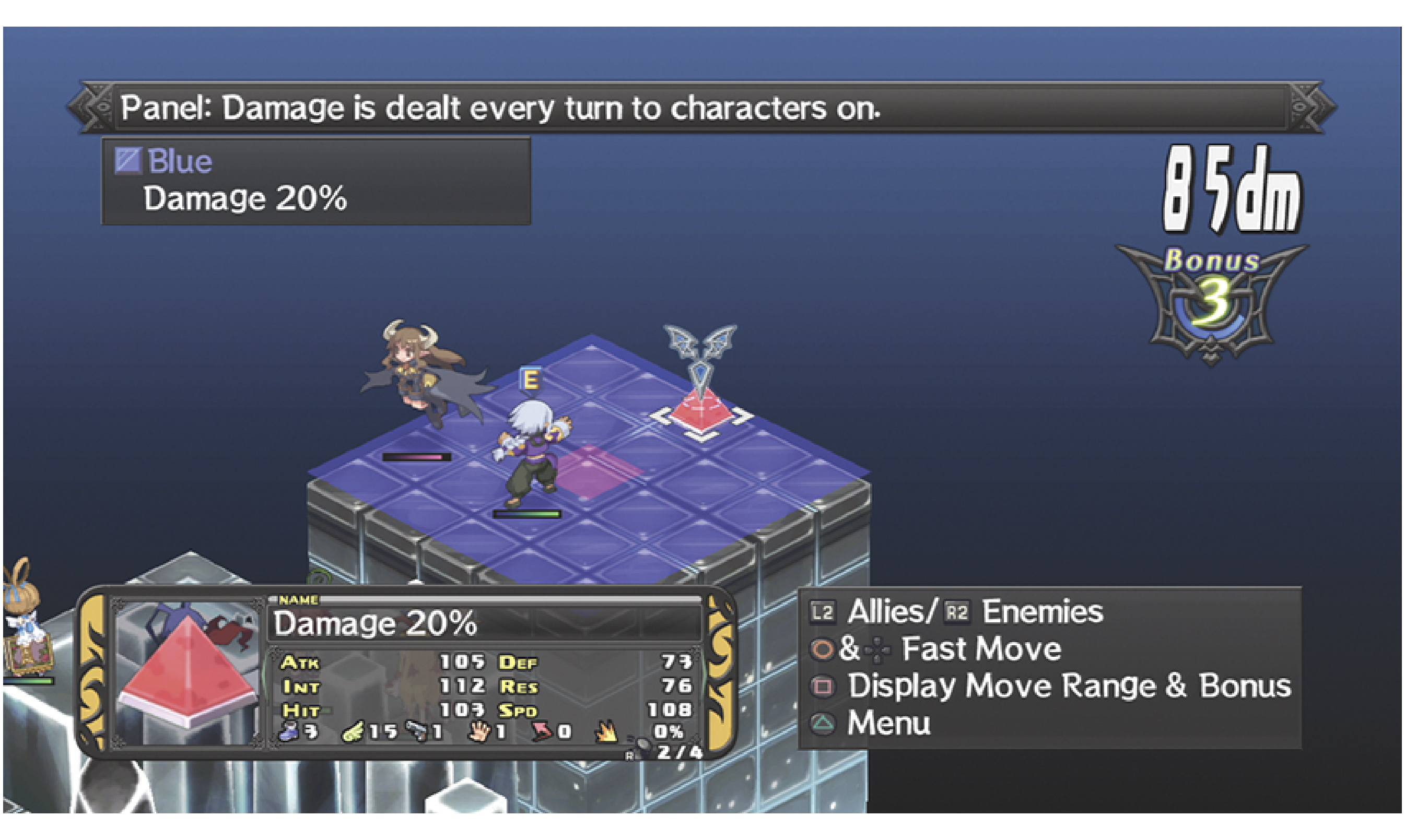
By targeting a Geo Panel, you can see what if any Geo Effects it has in the upper left-hand corner of your screen. These Effects will carry over to any unit standing on any Panel of that color on the map, regardless of its location. They don't have to be physically connected; they just have to be the same color.

Geo Symbols

When Geo Effects are present, they're always tied to Geo Symbols. When placed on a Geo Panel, these pyramid-shaped objects "feed" their specific Effect into the Panels, conferring the Effect to any unit or object that's standing on Geo Panels of that color. Geo Symbols are treated as if they're neutral units on the playing field, with levels and HP like any other object.

You can interrupt a Geo Effect by either destroying or moving the Geo Symbol that provides it. Destroying it can be done through direct attacks, which affect the Symbol as they do any other unit; through the use of the Onmyo Monk's Geo Blast Skill, which only works in the Item World; or by Throwing things at the Geo Symbol, such as enemy units or other Geo Symbols.





You aren't allowed to use your own characters as improvised missiles to destroy a Geo Symbol—the game simply won't let you toss a character into the Symbol's square—but you can toss the Symbol at enemies, toss enemies at the Symbols, or toss the Symbols at each other. In each case, the result is the destruction of the Symbols involved in the action.

Note that a Geo Symbol is always affected by its own Geo Effect. A Geo Symbol with an Invincible or Mighty Enemy effect, for example, is just as indestructible as anything else that's standing on those Geo Panels. You won't be able to "kill" it with weapons or Skills, but you can toss an enemy or another Geo Symbol at it to destroy it.

A Geo Symbol that's being held by a character still counts as sitting on the Geo Panel that the character is standing on. If one of your units holds a DEF +50% Geo Symbol and stands on a red Geo Panel, all red Geo Panels on the map convey the DEF +50% Geo Effect until such a time as your unit puts the Symbol down or moves somewhere else.

To defuse a Geo Symbol without destroying it, try to place it on a square that doesn't have a Geo Panel on it at all. A Geo Symbol that isn't sitting on a Geo Panel is useless.

Most Geo Symbols are immobile. A few have tiny monsters hidden underneath them, which will carry the Geo Symbol a short distance at the beginning of the enemy turn. These are otherwise identical to standard Geo Symbols, but they can change the face of a map by altering how the local Geo Effects are distributed.

Common Geo Effects

There are quite a few different Geo Effects in the game. If you're curious about what one does, you can target the Geo Symbol that provides it for a one-line explanation, or look for it on the following list.

Effects that are simply a flat modifier, such as ATK/DEF +X%, don't really need any further explanation. The modifier doesn't visibly multiply the stats on an affected unit's Status screen, but you'll know it's there when and if it hits you.

Absolute Area

This is a combination of the No Lifting, No Entry, and Invincible Effects. Nothing gets in, and nothing gets out.

Ally Lonely

You can send only one character into an area that's covered by the affected Geo Panels. After that point, it's functionally identical to the No Entry Effect (see below). Characters can pass through an Ally Lonely area without problems, but once you have a unit standing on an Ally Lonely Panel, all other Panels with that Effect become impassible.

Attack Times +X

A unit affected by this Effect automatically repeats any action they take in combat as many times as the Effect requires. This includes basic attacks, Skills, healing spells, the use of items, or any other deliberate action. If the target of the action dies or the unit taking the action does something that makes doing it a second time impossible (for example, moving themselves or the target, such as with Triple Strike), the Geo Effect fails.

Bye-Bye Panel

These only seem to appear in Prinny Land. Any unit that's standing on a Bye-Bye Panel explodes and dies at the end of its faction's turn, as if it was a thrown Prinny.

Clone

An enemy unit standing on a Clone Panel at the end of its turn causes an identical unit to spawn on a randomly chosen, empty Panel of the same color. The new unit has the same stats as the original and is just as hostile. This can happen a theoretically unlimited number of times as long as there are still unoccupied Geo Panels of that color for the new Clone to spawn in. This doesn't work at all for your units.

Damage +X%

A unit that ends its turn standing on this Geo Panel will suffer damage equal to X% of its maximum health at the beginning of its faction's next turn.

Deathblow

Any attack that successfully lands on a unit that's standing on the affected Geo Panel will do exactly as much damage as it needs to do to kill that unit.

Disperse Damage

Attacks that damage a unit standing on a Geo Panel with the Disperse Damage effect will be split up and inflicted evenly to every unit on that team that's standing on the same color Geo Panel.

For example, if a unit on a Disperse Damage Panel is struck for 100 damage and there are three friendly units nearby on same-color Geo Panels, all four units will take 25 points of damage.

Element +/– X%

Any unit standing on the affected Geo Panel gets a percentage equal to X applied to its elemental resistance. Unlike other stat-modifying Geo Effects, this one does show up on your character's status screen, and does so immediately upon its application.

Encroach

At the start of every Enemy Turn, the affected Geo Panels spread to surrounding squares at a rate of one at a time in a straight line leading away from the center of the Panels. The new Geo Panels are permanent unless destroyed.

Enemy Turbo x[X]

This Effect multiplies the stats of an enemy unit standing on the Panel by the listed number, which is most often 3.

Evade

Attacks against a character that stands on an Evade Geo Panel receive a 50% penalty to their accuracy.

Fusion

At the end of the Enemy Turn, if there are multiple enemy units standing on the Geo Panels with the Fusion Geo Effect, one enemy unit will be killed and its total levels will be added to that of another enemy unit, just as if you'd thrown them into the same square.

For example, if two level 25 units are standing on Fusion Panels at the end of the Enemy Turn, one will die and the other will instantly level up to 50.

HP/SP Switch

A successful attack "damages" a unit's SP instead of its HP. If the unit runs out of SP, it dies. Skills still consume SP, however.

No Humanoids

Only monsters can enter the Geo Panels with this Geo Effect on them. For humanoids, it acts like a No Entry Effect.

Invincible

Units standing on the affected Geo Panels cannot be killed. They will still suffer damage if attacked, but it isn't deducted from their current HP total. This includes the Geo Symbol that confers the Effect, although the Symbol can still be destroyed by Geo Chains or having another Symbol thrown at it.

Lvl 7 Boost

As long as the last digit of its level is 7, a unit standing on this Geo Panel receives a 100% bonus to its ATK, DEF, accuracy, and chance to evade attacks.

Mighty Enemy

This is identical to the Invincible Geo Effect in all ways but one: it doesn't work on your characters. It's strictly for the enemy. Sometimes, life just isn't fair.

No Color Change

The affected Panels will not change color if a Geo Symbol of a different color is destroyed while resting on them. The Geo Symbol simply goes away.

No Entry

A No Entry effect on Geo Panels transforms them into a barricade. You cannot move through No Entry Panels, either manually or by throwing characters over them. Both you and the enemy can still attack through No Entry Panels, however, and you can use certain Weapon Skills, such as Impaler Drop, to get over them by "accident."

No Lifting

Any unit or object that's positioned on the affected Geo Panels cannot be Lifted. You can still throw objects or units into the area, but cannot Lift them once they're there.

No Melee

Any skill or attack that would hit a target that is positioned within one square of the active unit cannot be used. The option is simply grayed out in your menu, or in the case of certain skills, provides an error message. This includes basic attacks, although weapons like Spears that have a wider area of effect can still be used against targets that are at least one square away.

No Ranged

An affected unit cannot use any skill or attack to hit a target that isn't standing right next to them. They must be one square away from the target and cannot attack diagonally. In the event of skills that hit a wide area, the skill simply fails to work on anyone outside of a one-square cross-shaped zone of effect.

Reverse Damage

Any damaging attack or skill instead heals the targeted unit for an equivalent amount. Healing effects, including items, instead damage the targeted unit for, again, an equivalent amount.

SP Damage

A unit that moves over the affected Geo Panel loses an amount of SP roughly equal to 10% of its maximum amount.

SP Heal

A unit that begins its faction's turn while standing on the affected Geo Panel recovers an amount of SP roughly equal to 10% of its maximum amount.

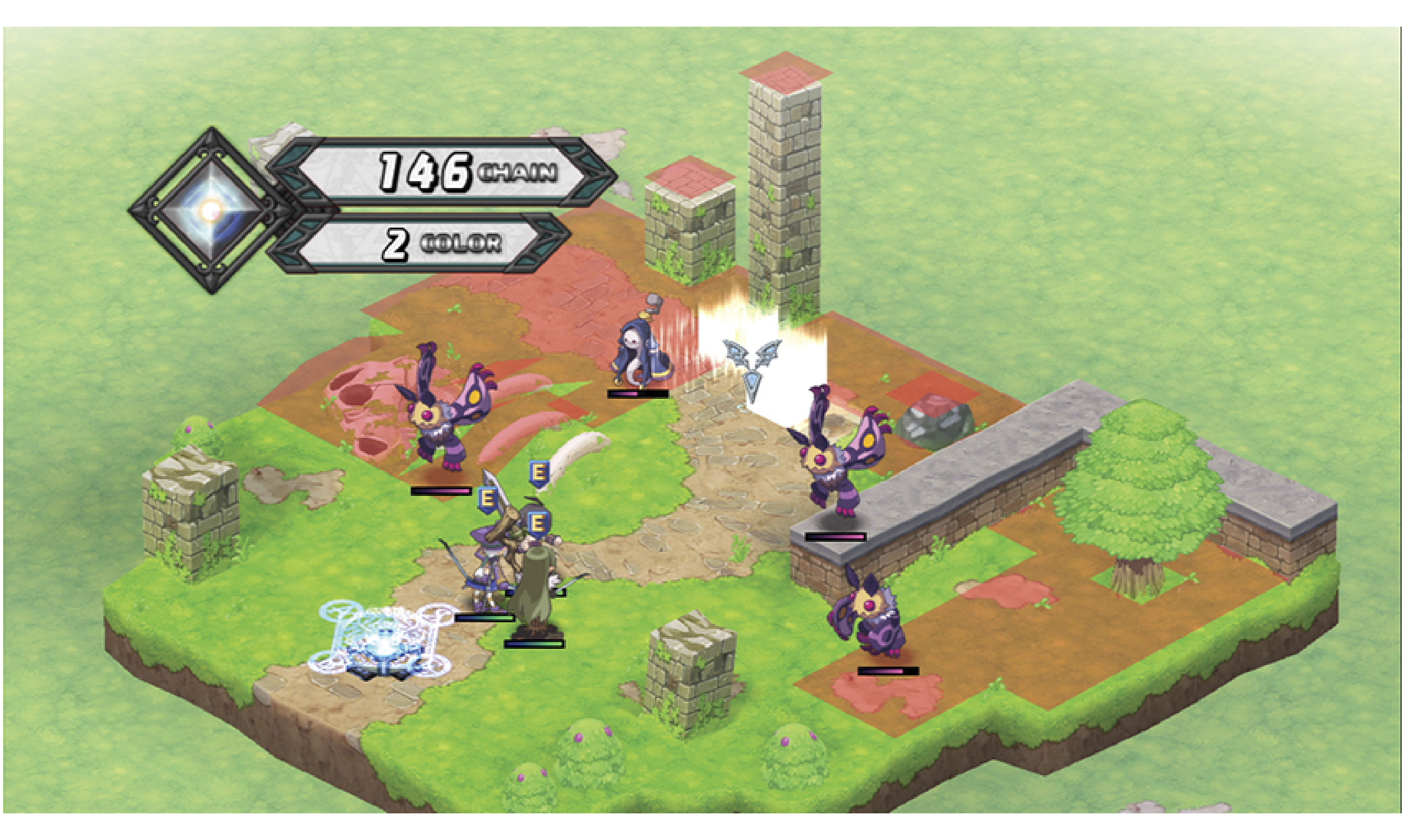
Super Encroach

At the start of every Enemy Turn, the afflicted Geo Panels spread to surrounding squares in all four cardinal directions. The new Geo Panels are permanent unless destroyed.

Warp

A unit that ends its turn standing on a Geo Panel with a Warp Effect is teleported to another Panel of the same color at random at the start of its team's next turn.

Geo Chains



As noted above, when you destroy a Geo Symbol, it causes a specific Change effect. Most Symbols cause a Geo Change, where if they're destroyed while they sit on a Geo Panel of a separate color, it causes a chain reaction that flips every Geo Panel of that color on the map over to the Geo Symbol's color. For example, a blue Geo Symbol will typically have a Geo Change Blue effect; if it's destroyed while it sits on a red Geo Panel, all the red Geo Panels on the map will flip to blue.

A few Geo Symbols cause a Clear effect instead. This does not change a Geo Panel's color, but instead acts to destroy it entirely. In this case, all Geo Panels of the relevant color will be destroyed, leaving behind ordinary squares on the map. You can usually tell a Geo Symbol has a Clear effect attached to it because it, unlike other Geo Symbols, is translucent instead of opaque. These are called Null Symbols.

The chain reaction that follows the destruction of a Geo Symbol is called a Geo Chain, and it has a number of side effects. First, any character standing on a Geo Panel that changes color will take damage. The specific amount scales with a character's maximum HP and gets higher if the unit is hit with multiple Chains in a single turn; getting caught in one Geo Chain is trivial, but by the fourth or fifth, most units will be on the verge of death. If you have no other options, your base panel is always counted as neutral territory, so you can move onto it to escape the effects of a detonating Geo Chain.

Another option is to deploy an Onmyo Monk with the Geo Protect or Geo Resist Evility. With Geo Protect, as long as the Monk's on the field, all of your units except the Monk himself will take exactly zero damage from any Geo Chains that hit them. Geo Resist means no units on the field will take any damage at all from the Chain, whether they're friendly or not.

Second, regardless of its level, current HP, or active Geo Effects, any Geo Symbol that's caught in a detonating Geo Chain is destroyed. This even applies to Geo Symbols that are affected by or supplying Geo Effects such as Invincible or Mighty Enemy. That Symbol's destruction may also cause a Geo Chain, if the Panels that it's sitting on end up as a different color than it after the first Chain goes off. For example, if a Geo Chain changes a number of Panels red and destroys a blue Geo Symbol along the way, a second Geo Chain will start immediately after the first and will change all those Panels to blue. This can continue until the map runs out of Panels or Symbols.

Experience & Mana

Part of any RPG is improving your characters, and the most basic way to do so is by leveling up. This is entry-level knowledge for most players, but as with the rest of its gameplay, Disgaea D2 has its own unique spin on the concept.

EXP

Unless this is your first RPG (... in which case you're probably very confused right now; you jumped into the deep end of the pool on this one), you probably get how this works. By defeating enemies, your characters earn experience points, which are consistently abbreviated throughout Disgaea D2 as "EXP." With enough EXP, a character advances to the next level, up until the hard cap of level 9,999. This even applies to enemy units, which earn EXP if they score a killing blow against the members of your team.

Gratuitous Arithmetic III: The Revenge

When you defeat or destroy another unit on the battlefield, the EXP awarded to your unit(s) is determined by the following equation:

(EXP needed for your character to reach his or her next level) x (Race-based EXP coefficient**) / 50 = EXP earned

That sum is further modified by the following factors:

- Enemy Boss, LoC Mode: (2 + Boss Rank) x (EXP earned)
- Enemy Boss, normal mode: (2 + Boss Rank) x (EXP earned)/2
- Object (treasure chest, Geo Symbol, Wooden Box, etc.): (EXP earned) x 0.25
- Ally Kill: (EXP earned) x 0.25

** This is a sum from 10 to 100 determined by a character's job.

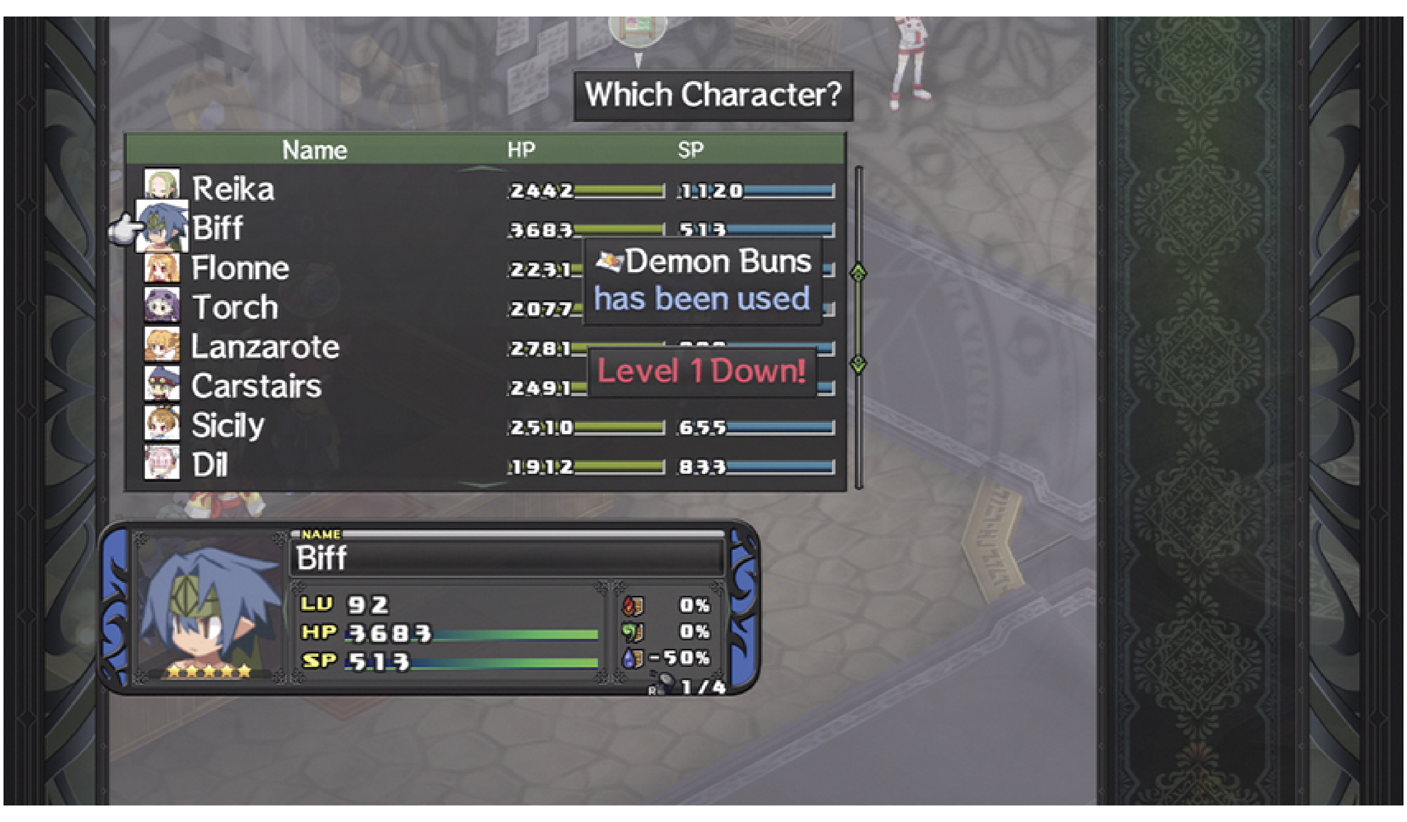
A character who uses healing or support magic receives 5% of the EXP that would have been awarded if he or she had defeated a character of exactly his or her own level. For example, if a level 100 Cleric heals a level 200 Warrior, the Cleric receives 5% of the EXP she'd have gotten if she had defeated a level 100 Cleric.

Similarly, a character who is Defending when an enemy attacks him or her receives 10% of the EXP that would have been awarded if he or she had defeated a character of exactly his or her own level.

A character who is suffering from the depraved status ailment cannot earn EXP at all during the ailment's duration, from any source.

Small sums of EXP are also awarded for healing other units and surviving enemy attacks, but the bulk of the EXP that a unit earns will be what they get for taking down enemies in the field. This means that support characters such as Clerics, Priests, and Shamans will often lag a few levels behind the combat-capable members of your team.

You can get around this gap in several ways. As noted in previous sections, Team-Up Attacks and tower attacks that kill an opponent award EXP and Mana equally to every participant. (Combo Attacks, on the other hand, do not.) If you habitually send your support crew to hang out in the squares next to your main combatants, there's a good chance they'll kick in on Team-Ups and reap the rewards. You can also form a tower out of your levelers with a single high-level damage-dealer as its base and use it to destroy monsters for a stage or two.



Another useful option is to teach your support crew a few attack spells by apprenticing them to Witches or Magicians. Since they're usually using Staves and thus have a decent INT score, a Cleric or Priest can inflict respectable damage with offensive spells such as Star. If you let them snipe kills from time to time, it can go a long way toward keeping them up to par.

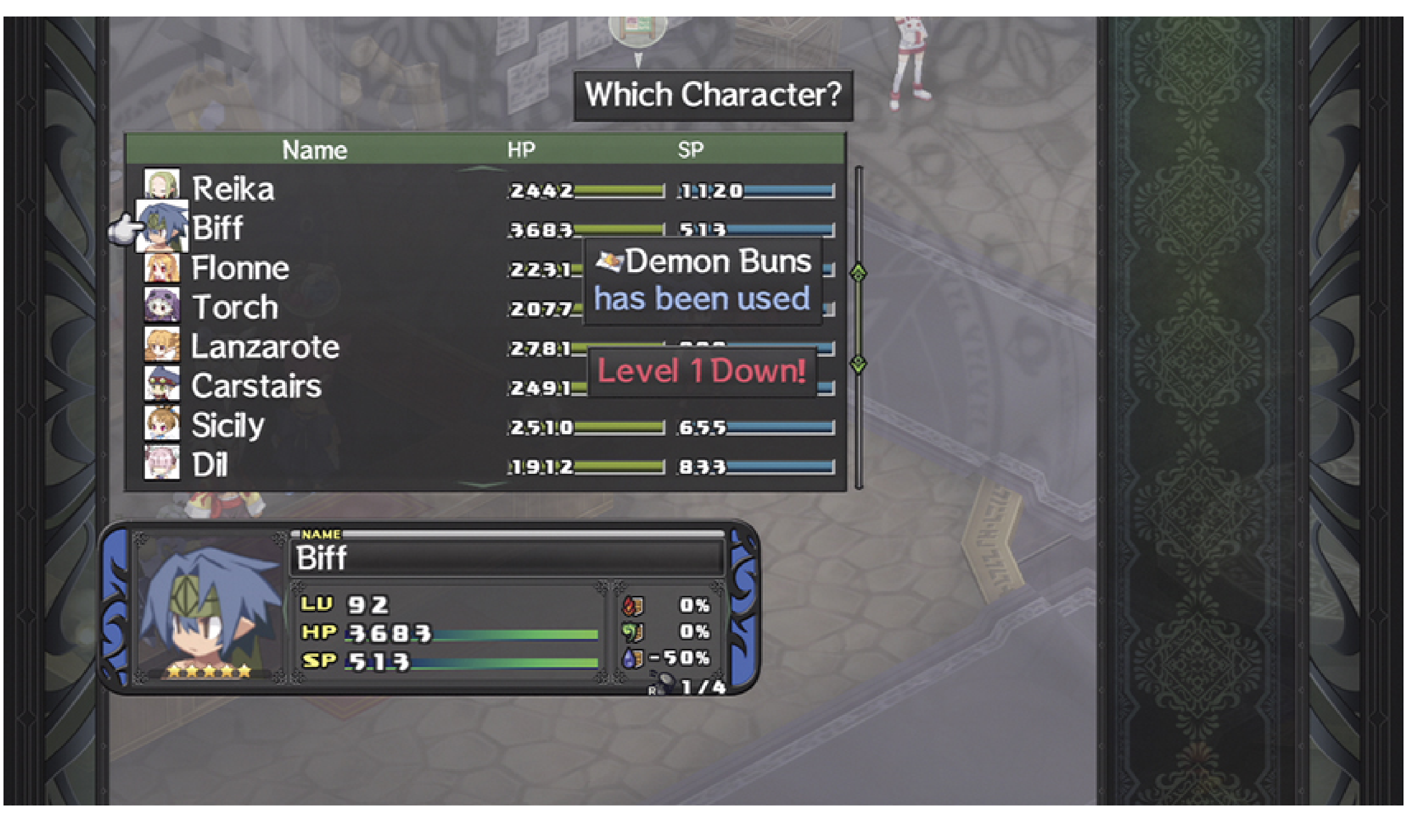
Treasure chests also sometimes drop sums of EXP (don't ask how that works because we don't know), and EXP often appears as a reward on the Bonus meter. Again, these are unreliable methods, but it's worth keeping in mind to keep your backfield players up to date. When you can, let your healers crack open chests, and make sure they're on the field when you clear a stage so that they can scoop up those Bonus rewards.

Finally, you can also level a powerful monster like an Evil Dragon to serve as a mount for your support crew, which is roughly equivalent to letting them drive an Abrams tank for a while. It doesn't matter how inept your characters are in a fight; if they're on dragonback, they're officially a badass.

Levels

Every level that a character earns in Disgaea is worth a number of points in HP, SP, ATK, INT, HIT, DEF, RES and SPD that are determined by his or her job and rank. That amount is further multiplied by the character's base stats, as touched upon in the section on Character Creation.

For generic characters, promoting them to a higher rank does provide them with better stat growth in the future, but does not retroactively grant them the extra stat points per level. You can sign a character up for training at the Demon's Dojo to provide a 5% to 20% bonus to any stats gained by leveling.



If you want a character to lose a level or two for some reason but don't want to pony up for Reincarnation, there's one way to do so: Demon Buns. These rare, consumable items can be earned as rewards from the Bonus meter, and using one instantly removes one level from the character that it's used on. Doing so in the Items screen while you're in Laharl's Castle is a neutral activity, but if you have one character use Demon Buns on another during a fight, it'll cause a Likability hit.

Mana

EXP 93710916
MANA 15040
NEXT 263516

Finally, Mana is a sort of spiritual currency that's used to propose bills in the Dark Assembly. Many of the methods by which you improve your character, including Reincarnation and promotion, require you to spend large amounts of Mana.

A character gains a flat sum of Mana whenever he or she lands a killing blow on another unit. The amount of Mana earned is determined by the enemy's level and job much like EXP or HL is. You can also find or buy Mana Potions in the Item World, which provide their user with an instant dose of Mana that's permanent until it's spent, but you'll get most of your Mana through the direct application of violence. As with EXP, it helps if you occasionally feed your less combat-focused characters a couple of easy kills to keep their Mana supplies high.

Gratuitous Arithmetic IV: A New Beginning

Your characters earn Mana whenever they defeat another unit. The exact amount is calculated thusly:

- (target's level) x (race-based Mana coefficient*) / 100 = Earned Mana

If one of your characters kills an ally unit, the equation changes slightly:

- (target's level) x 10 / 100 = Earned Mana

All Mana earnings double if you're playing in LoC Mode

* This is a sum ranging from 10 to 100 that's determined by a character's job.

Note that you cannot transfer Mana from one unit to another by having your characters kill each other. Friendly fire will earn your characters small amounts of Mana based on your dead allies' levels (see the sidebar), but it won't touch any Mana that your dead allies had previously earned. The only real effect of this is hurt feelings and lost Likability. In fact, the fact that I even thought to check to see if that would work makes me feel vaguely psychotic. Let's move on.

You can apply a bonus to the amount of Mana that you earn per kill through the Cheat Shop. Another option is to create a Sea Angel with the Fortune Song Evility, who will grant your characters a flat 20% bonus to any Mana they earn as long as she's present on the map.

When one enemy unit accidentally kills another, the unit receives Mana just as you would. You can then kill that enemy unit to receive both the Mana it just got and its own inherent Mana supply. Since enemy units have a real problem throughout the game with friendly fire, this happens a lot, but none of the Mana is "wasted."

The Basics

Demon Connect

To be fair, the only person who uses the term “Demon Connect” is Flonne, because she is a dork. Everyone else refers to this system as “Likability.”

Disgaea D2 tracks your characters’ relationships with each other over the course of the game. Two characters who constantly work together will develop a lasting bond that, in turn, will influence the chances that they’ll act to support one another in the field.

Likability is shown on the Status screen as pink hearts. At zero hearts, the characters hate each other; at five hearts, it’s love.

The hearts represent a hidden 255-point scale that governs the characters’ affection for each other. Every time the characters take an action that directly affects each other, they gain or lose points on that scale.

Points	Hearts
0–49	0 Hearts
50–99	1 Heart
100–149	2 Hearts
150–199	3 Hearts
200–249	4 Hearts
250–255	5 Hearts

The Benefits of Likability

NAME
Antonio
LV 17
HP 448
SP 121
-25%
0%
25%
1/4

Each heart on the status screen adds a flat percentage to the chance that certain cooperative actions will occur. This includes Team-Up Attacks, Cover Attacks, and Protect Actions. It also changes up what your characters will say if you talk to them at the Castle; at zero hearts they’re barely restraining their hostility, but as your Likability improves, so does their attitude.

Most importantly, if two characters are at maximum Likability with each other, this opens up the option for one of them to propose the expensive I Wanna Steal Their Evility bill in the Dark Assembly. For 100,000 Mana, you can take away one character’s Evility and give it to another. This opens up a number of useful and powerful combinations, and when you’re tweaking your roster out for the toughest battles in the Post-Game, it can be an unbeatable edge. It’ll be a long time before you can really get some use out of it, though, so check out the Post-Game section for more discussion thereof.

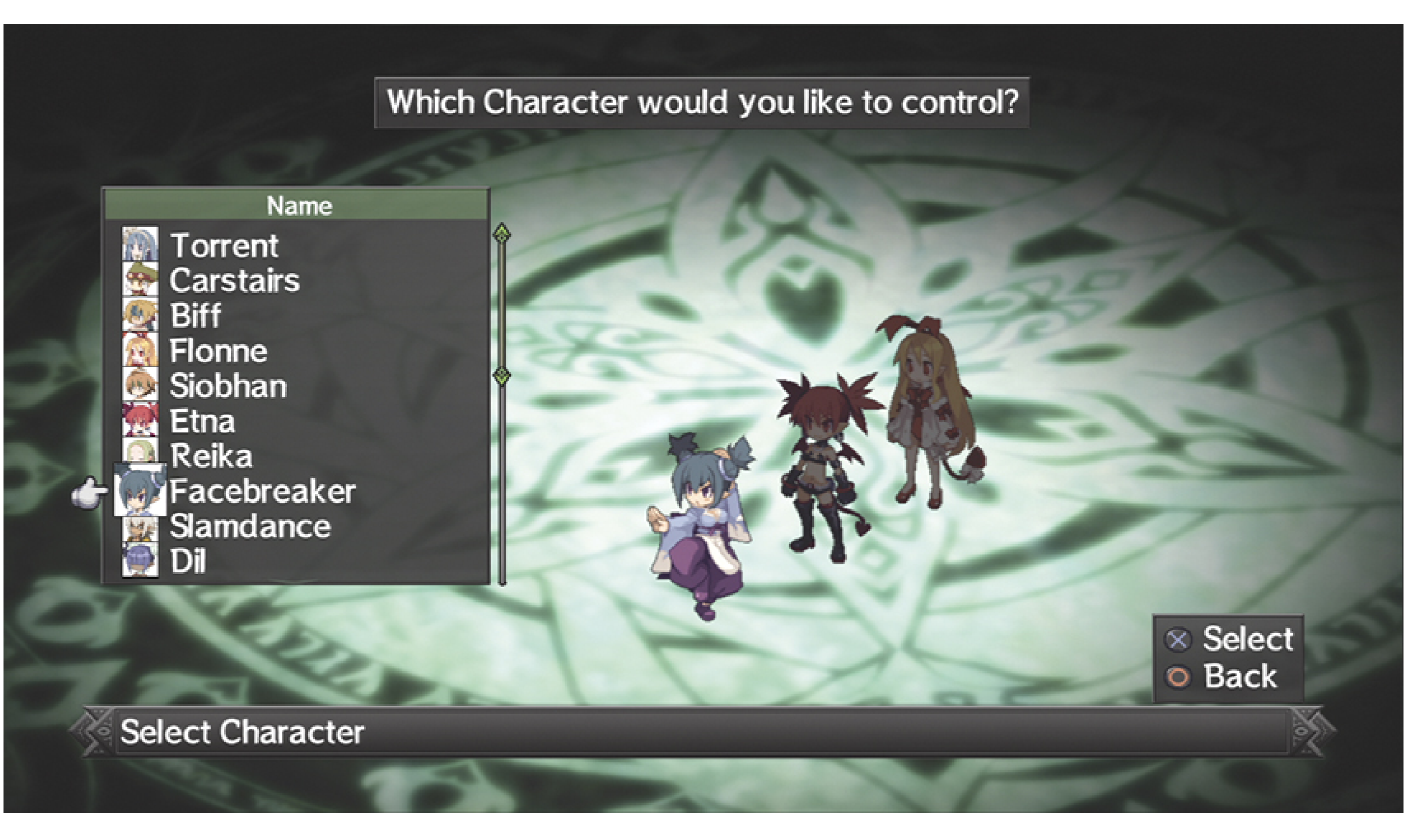
Gaining Likability

ATTACK ENTRY
ATTACKS 2
COMBO 2
TOTAL DAMAGE 256

As noted above, Likability is a relationship that’s specifically between two characters. If you want to generate more Likability points between two of your units, you need to take specific actions with them.

This is a slow process, as you can see below. Unless you go well out of your way to build Likability, you’re likely to end the main campaign with most characters having one- and two-heart relationships.

At Laharl’s Castle



To generate Likability points in the Castle with any character besides Laharl, you’ll need to change your main character at the Dark Assembly. This does not require you to call the Senate to order, although it does cost a small amount of Mana, and the option is only available after you’ve visited the Item World at the start of Episode 3. After that, you can walk around the Castle as whatever character you pick and slowly gain Likability points by talking to the rest of your crew.

These actions can generate Likability only once, but they reset every time you clear a stage in the main campaign or the Post-Game. Returning to the Castle after a jaunt through the Item World or after revisiting a story level that you’ve already beaten will not let you continue to farm Likability with your roster.

In the Post-Game, this changes, and you can gain Likability after successfully clearing any stage in the Item World or elsewhere.

- Talk to the character at Laharl’s Castle: +1
- Let the character follow you around Laharl’s Castle: +1 upon returning from a battle

In the field

- Use Heal or support spells on the character*: +1
- Participate in a Team-Up or Combo Attack with the character: +1
- Participate in a tower attack with the character: +1
- End a turn standing in the square next to the character: +1
- Use a Protect Action on the character: +1
- Attack or use an offensive skill while riding the character (monsters only): +1
- Pass the I Wanna Be Friends bill**: +50
- Answer the Counselor’s question correctly on a certain bonus island in the Item World: +50
- Sign up for Love Potion Practice***: +20% to 80% to Likability gains

A character with an apprentice also receives an additional +1 Likability with his or her apprentice any time Likability is generated between them.

* It doesn’t matter whether the Heal spell actually restores lost HP or if the buff spell is actually effective. Simply taking the action is enough to generate Likability.

** Only available in the Post-Game.

*** Unlocked after clearing the Final Episode.

Losing Likability

If you decide you want two members of your team to be enemies, it’s pretty simple. It’s faster to lose friends to make them, and you can do this in a hurry by the direct application of violence.

- Use Demon Buns on the character*: -1
- Attack the character: -1**
- Deploy one character in a battle, but not the other: -1
- Kill the character: -50
- Pass the I Wanna Be Enemies bill***: -50
- Reincarnate: -50 to -90

* You can use Demon Buns on your characters all day from the Items menu if you want and it won’t affect Likability. If one character uses a Bun on another in mid-battle, however, it’ll cause a Likability hit.

** Stealing Hand does not count as an attack for the purposes of Likability loss.

*** Only available in the Post-Game.

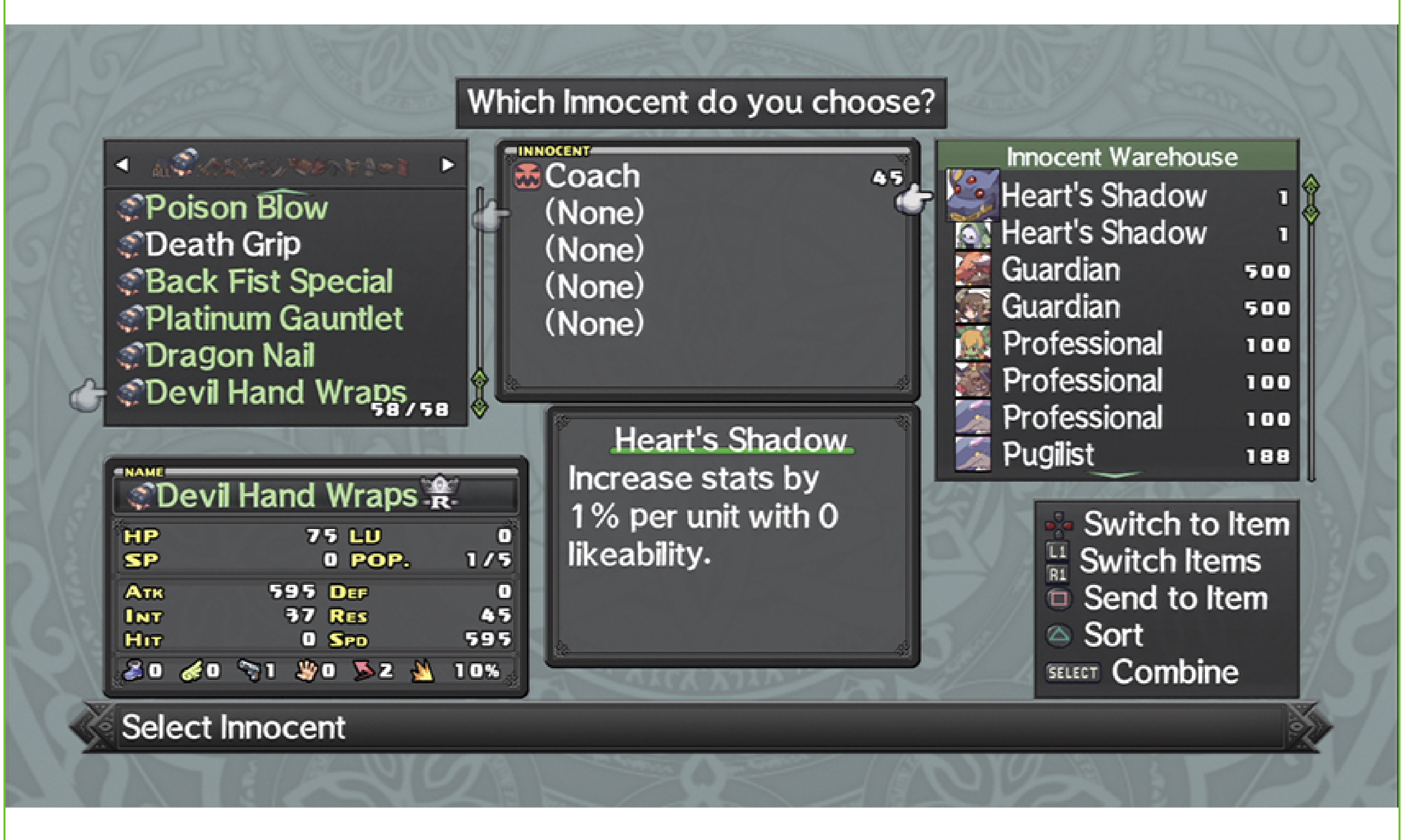
Tip

How to Lose Friends and Influence People

“Why,” you may be asking, “would I want to lose Likability with other characters?” Under ordinary circumstances, you don’t. Demon Connect is a pretty sweet deal.

There’s a very rare Innocent that changes that, however. If you can find and subdue a Heart’s Shadow in the depths of the Item World, its presence on an equipped item multiplies the wearer’s stats by 1% for every character that has zero Likability with the wearer.

If you send one character on a campaign of alienation against the rest of your roster, you can theoretically get a flat, permanent 99% bonus to all of that character’s stats through Heart’s Shadow. You can take advantage of that to get a single character to the stat cap that much faster, which can be a much more efficient way of dealing with the most powerful enemies in the Post-Game.



Heart's Shadow

Increase stats by 1% per unit with 0 likeability.

Bribes

It’s possible, when you propose a bill, that one or more of your characters may end up as Senators in the Dark Assembly. They’re usually inclined to vote the way you want them to, but they’ll cast a ballot just like anyone else and that means they’re just as susceptible to bribery.

What the character wants as a bribe is randomly determined, and the same rules apply to bribing them as apply to computer-controlled Senators. The quality of your bribe will also cause a shift in Likability between the character who proposed the bill and the character who’s voting on it:

- Does not want: -3
- Not interested: -2
- Slightly interested: +1
- Interested: +3
- Must have!: +6

In the event you try to pass a bill by force, your characters will fight against you like any other Senator would, but you still incur the same Likability penalties for fighting or killing them.

Grinding Likability

It’s not a bad idea to make sure that your characters have at least a healthy respect for each other, to up the chances that they’ll collaborate on Team-Up and Cover Attacks and save each other with Protect Actions. To that end, if you decide to “grind” Likability, there are a couple of ways to do so.

The fastest is obviously to pass the I Wanna Be Friends bill in the Post-Game, but that costs 10,000 Mana for the proposal, plus whatever you end up having to spend or use up on bribes in the Dark Assembly, and only increases Likability by one heart per bill. If you’ve got the resources to burn, though, this will do the trick.

A slower and cheaper method of grinding Likability is to take your two prospective BFFs into a stage somewhere, ideally one where they aren’t in any real danger from the monsters. (Battle Basics 2 in Episode 1 is great for this, since the two Mothmen in the back won’t take any action against you until you move up toward them.) Drop your characters on adjacent panels and cast buff or Heal spells back and forth between the two units, thus igniting a friendship that will last a lifetime. For extra Likability gains, have one unit apprenticed to the other before you start. This will give you a total of 6 Likability points per turn before any modifications, such as from certain Evilities (for example Dark Breeder) or Love Potion Practice.

If you’re going after 100% completion, getting 10 characters to maximum Likability at the same time unlocks the Buried by Rocks at Night Trophy. We have no idea what that Trophy’s name means.

Gratuitous Arithmetic Forever

When one of your characters defeats another unit, you’re awarded a sum of HL. Exactly how much is determined by the following equation:

For an enemy: ((((Target’s Level) + 2) x ((Target’s Level) + 3)) x (2 + (Target’s Boss Rank)) / 2) x (Race-based money coefficient)* / 10

For an ally: (((Target’s Level) + 2) x ((Target’s Level) + 3)) x (2+(Target’s Boss Rank)) / 2) / 10

This does in fact mean that you are able to beat up your allies for their lunch money. This is not particularly abusable but it is an option you possess.

Money from defeated opponents is awarded after you clear a map as part of the Stage Results screen; it is not awarded on the spot.

* Like other coefficients, this is a sum from 10 to 100 determined by a character’s job or species.

The Basics

Money

Hell (HL) is the currency of the Netherworld. You gain HL from every enemy you successfully defeat, just as you gain EXP and Mana; the HL from defeated enemies is the sum shown in the results screen after you've cleared a stage. You can also earn increasingly high sums of cash as rewards from the Bonus meter, by opening treasure chests, and by selling unneeded gear to merchants and other vendors.

HL is used to buy equipment and consumable items from the Rosen Queen Trading Company, which has a branch office open in Laharl's Castle near the mess hall; to bribe senators in the Dark Assembly in the event a bill fails to pass; to buy rare items and Innocents from well-hidden shopkeepers in the Item World; and to put forth proposals in the Item World's equivalent to the Dark Assembly.

In general, money in D2 is a feast-or-famine deal. Either you have next to none or you're drowning in the stuff. The fastest way to make cash in the early game is probably to run Concert Stage in Episode 5 or later, as it's populated by easy-to-kill monsters that are thoughtfully standing on Geo Panels that cause them to drop more HL than usual. Selling obsolete or unused weapons and equipment is another decent way to raise funds, particularly after runs through the Item World. You often come out of random dungeons with 10 to 20 floors' worth of stuff.

Caution

Check each item's Innocents before you sell it. If an item's populated by run-of-the-mill guys like Marksmen and Dieticians, you can pawn it at Rosen Queen without concern, but you want to hold onto anything that contains a Statistician. These Innocents provide a bonus to the EXP earned by any character wearing or wielding the equipment they live in, and even if they're weak, you want to stockpile Statisticians for the Post-Game.

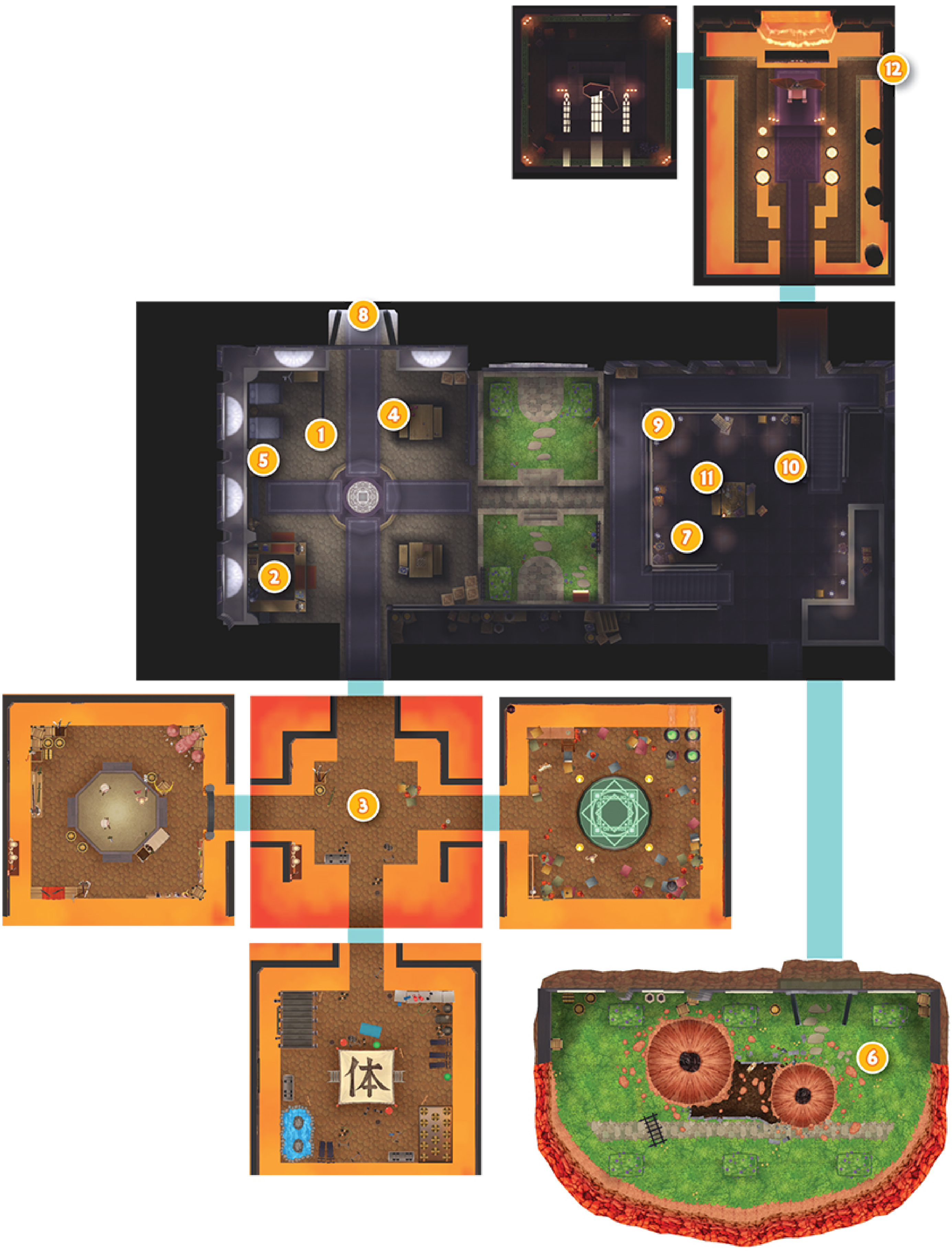
If you're going for 100% completion, also hold onto any Innocents that raise ailment resistance. These are Social Workers, Psychologists, Coffee Makers, Medicine Men, and Pharmacists.

By the time you're regularly exploring the Item Worlds found inside high-end weapons and armor, though, money is easy to come by. A single enemy unit's HL value is determined by its level, so the higher an enemy's level, the more money it's worth when it dies.

Laharl's Castle

The Overlord's Castle is your home base for the entirety of Disgaea D2. As you accumulate vassals, followers, and other assorted hangers-on, the castle's halls will gradually fill up until you're elbowing demons out of your way to get anywhere.

Naturally, a place like this—the home of the Overlord of the Netherworld, site of more conspiracies and evil schemes than anyone can remember—has more than its share of features, secrets, and idiosyncrasies. This chapter is a guided tour to everything you can accomplish without leaving the house.



① The Netherworld Hospital.

② The desk of the Rosen Queen Trading Company.

③ The Demon's Dojo.

④ Minato, who takes you to the Item World.

⑤ Plenair, who calls the Dark Assembly to order.

⑥ Coward, the proprietor of the Cheat Shop.

⑦ Paparazzi, who runs the Data Shop.

⑧ Meaver, the Dimension Guide. Talking to her is the only way to leave Laharl's Castle.

⑨ The entrance to Etna's room.

⑩ Zommie, the helpful zombie. He provides in-game tips and tricks about the use of weapons.

⑪ Memoria, who stores events for you. You can watch any movies and alternate endings you've unlocked here, including Etna's previews of future Episodes.

⑫ The Time Traveler appears here after you clear the Final Episode. Talk to him to start a new cycle.

Laharl's Castle

Netherworld Hospital

Your primary source of healing is the Netherworld Hospital, a for-profit institution that's set up in the castle infirmary. Whenever you get back from battle, it should be your first stop. Speak with Florence, the Cleric by the Dimension Guide, to use the Hospital's services. The same Hospital also has a branch office in the Item World, where it's run by Soukichi the Ninja.

Healing a character at the Hospital revives him or her if necessary and restores him or her to full HP and SP. This costs a small sum of HL.

You can use items or cast spells in the field to try to lower the cost of your trip to the Netherworld Hospital, but that's not ideal. Even early in the game your Hospital fees are likely to be trivial, so using up SP or items to try to dodge a doctor's bill doesn't save you much.

More importantly, the Netherworld Hospital has a rewards program. As you heal up, the Hospital keeps track of how much HP and SP it's restored to your characters, as well as how many times it's had to revive them, and offers you fabulous prizes as you pass certain milestones thereof. These rewards take the form of valuable accessories and consumable items, all of which are of legendary quality and come complete with a couple of randomly chosen Innocents.

Item	Condition
Brawny Muscle	Restore 100 HP.
Kung-Fu Muscle	Restore 800 HP.
Spirit Muscle	Restore 4,000 HP.
Fight Muscle	Restore 20,000 HP.
Ace Muscle	Restore 60,000 HP.
Victory Muscle	Restore 120,000 HP.
Dream Muscle	Restore 240,000 HP.
World Muscle	Restore 480,000 HP.
Star Muscle	Restore 980,000 HP.
Common Orb	Restore 50 SP.
Psycho Orb	Restore 400 SP.
Dark Orb	Restore 2,000 SP.
Bloody Orb	Restore 10,000 SP.
Astral Orb	Restore 30,000 SP.
Lunar Orb	Restore 60,000 SP.
Royal Orb	Restore 120,000 SP.
Holy Orb	Restore 240,000 SP.
Chaos Orb	Restore 480,000 SP.
Caterpillar Egg	Revive 5 characters.
Charred Newt	Revive 10 characters.
Chicken Blood	Revive 25 characters.
Snake Kidney	Revive 50 characters.
Yummy Kimchee	Revive 80 characters.
Frog Sweat	Revive 120 characters.
Immortal Pill	Revive 170 characters.
Imperial Seal	Restore 800 HP & 400 SP. Revive 5 characters.
Dark Rosary	Restore 4,000 HP & 2,000 SP. Revive 15 characters.
Devil Ring	Restore 20,000 HP & 10,000 SP. Revive 40 characters.
Feather Token	Restore 60,000 HP & 30,000 SP. Revive 70 characters.
Sophia's Mirror	Restore 120,000 HP & 60,000 SP. Revive 110 characters.
Pravda Pendant	Restore 240,000 HP & 120,000 SP. Revive 160 characters.
Royal Ring	Restore 480,000 HP & 240,000 SP. Revive 220 characters.
Testament	Restore 980,000 HP & 480,000 SP. Revive 300 characters.

Early in the game, you can cheat the system by equipping and removing equipment that boosts your characters' maximum HP and SP, such as Muscles and Orbs. Put them on to raise the cap on your HP or SP, visit the Hospital to restore the HP/SP that's now missing, then remove the equipment and reequip it to repeat the process. This allows you to unlock the higher-tier prizes from the Hospital by, if you think about it, committing insurance fraud. Good work.

This practice becomes impractical once you reach level 30 or so, as the rising health pools and the requirements for the mid-range prizes make it impractical, but it'll net you some great starting gear in the first few Episodes.

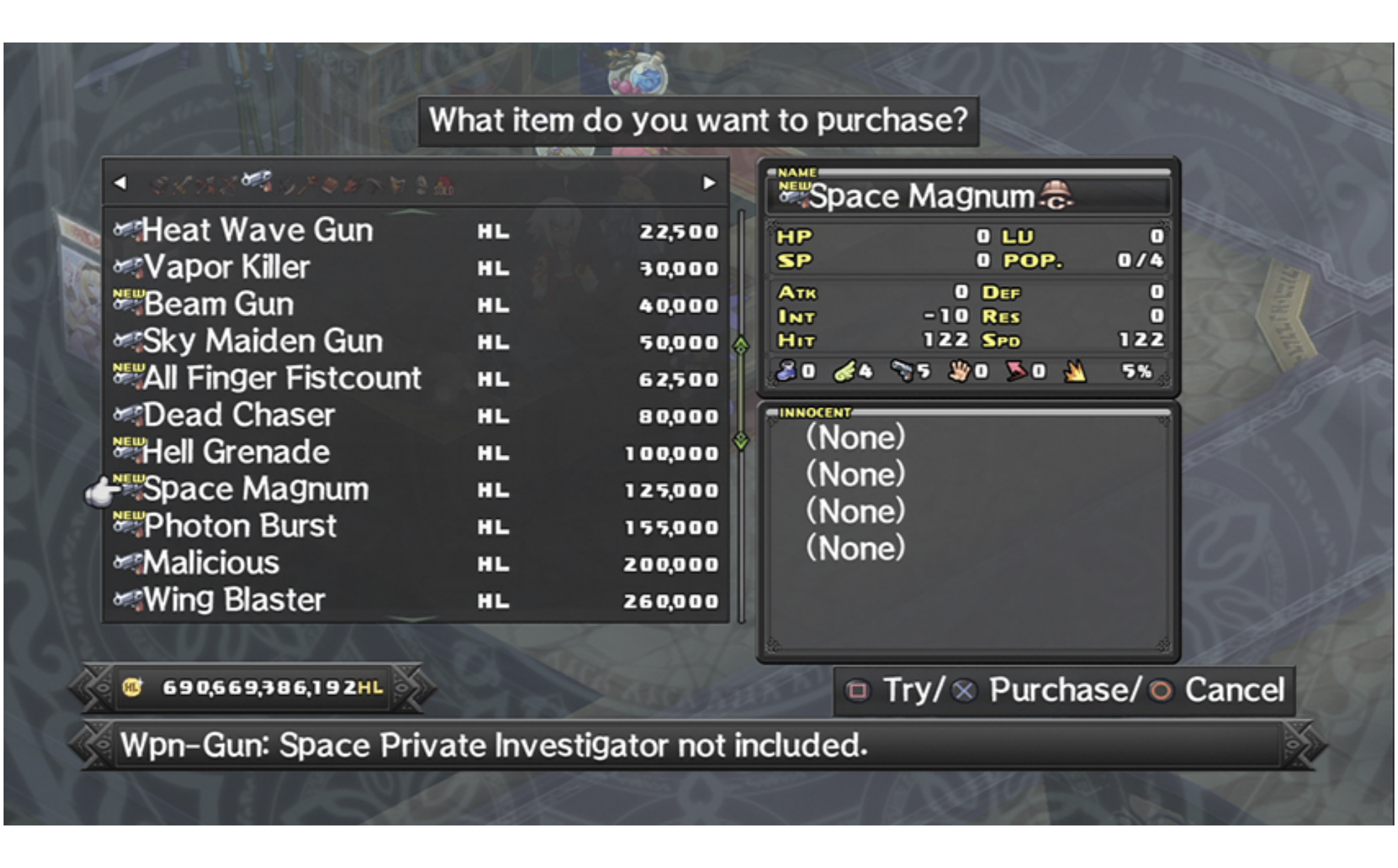
When you clear the Final Episode and receive the true ending, you also unlock an option at the Cheat Shop called Auto-Heal at Base. If that option is toggled on, your characters are automatically restored to life and full HP/SP every time you return to Laharl's Castle. This is free and costs you nothing, but whatever is restored does not count toward unlocking any remaining prizes from the Hospital.

Laharl's Castle

The Rosen Queen Trading Company

Welcome to the Rosen Queen Co.
We sell weapons and armor here.

The Rosen Queen Trading Company is back again, ready and willing to make a fortune off you. After you clear Battle Basics 1 in Episode 1, its kiosk in Laharl's Castle opens. Arum sells weapons and armor and Inakia sells consumable items like candy, soda, and Fairy Dust.



What item do you want to purchase?

Heat Wave Gun HL 22,500
Vapor Killer HL 30,000
Beam Gun HL 40,000
Sky Maiden Gun HL 50,000
All Finger Fistcount HL 62,500
Dead Chaser HL 80,000
Hell Grenade HL 100,000
Space Magnum HL 125,000
Photon Burst HL 155,000
Malicious HL 200,000
Wing Blaster HL 260,000

Space Magnum
HP 0 LV 0
SP 0 POP. 0/4
ATK 0 DEF 0
INT -10 RES 0
HIT 122 SPD 122

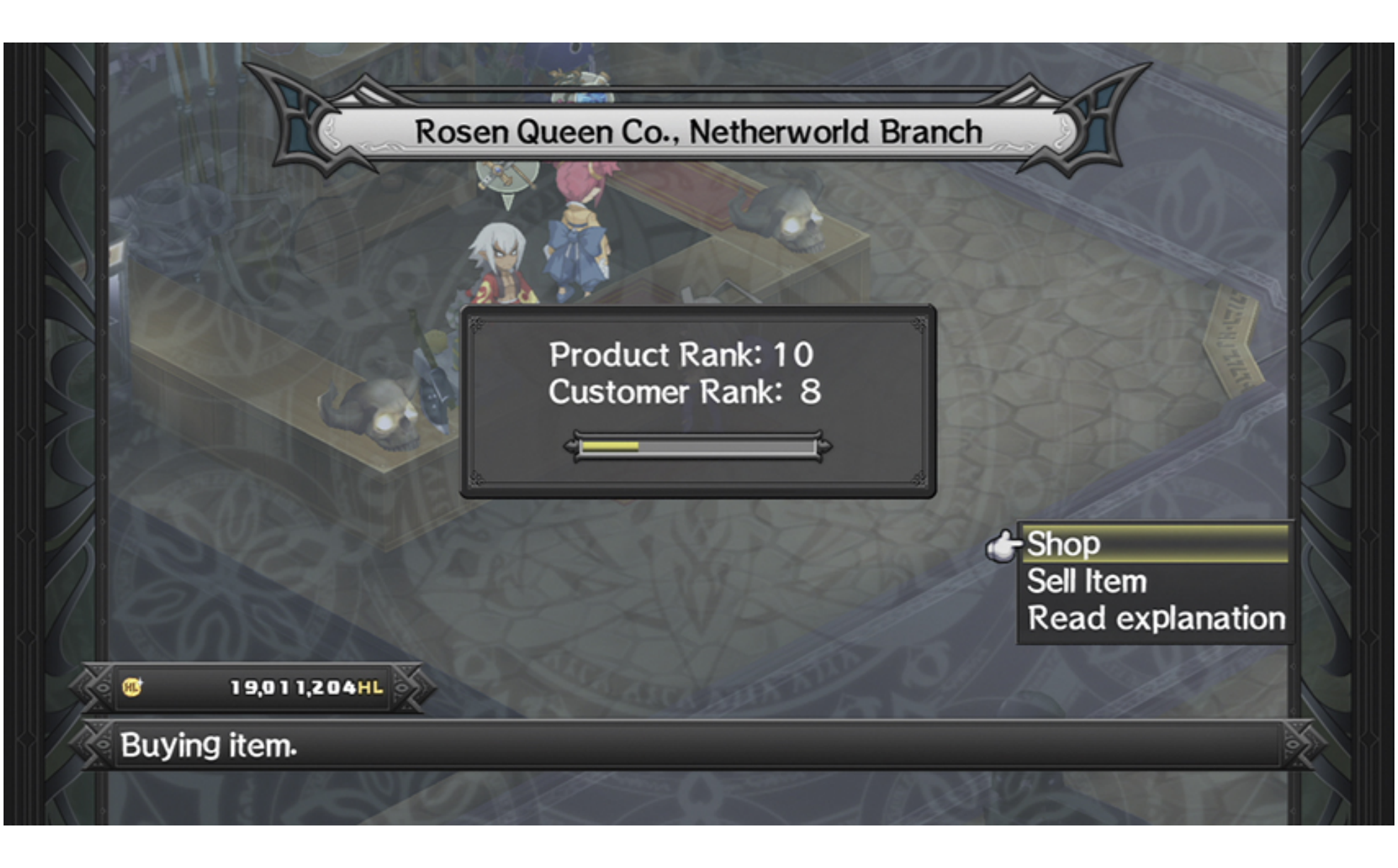
(None)
(None)
(None)
(None)

690,669,386,192HL

Wpn-Gun: Space Private Investigator not included.

The gear offered by Rosen Queen is always of common quality and, unlike equipment found in the field, does not come with any Innocents. A product bought from Rosen Queen is thus a perfect baseline version. What you're really getting for your money at Rosen Queen is convenience and necessity, as it lets you get what you want when you want it, rather than being at the tender mercies of a random number generator.

Product Rank



Rosen Queen Co., Netherworld Branch

Product Rank: 10
Customer Rank: 8

19,011,204HL

Buying item.

As you progress through the game, the Rosen Queen Trading Company gradually acquires more inventory, as reflected by its Product Rank. At the start of the game, this is a flat zero, and Rosen Queen only has the cheapest and thus worst gear for sale.

Every time you clear an Episode in the main game, Rosen Queen's Product Rank goes up by one, which unlocks three better weapons for sale of every type, and usually includes new armor, accessories, or consumables. You can improve this once per Episode by passing the More Expensive Stuff bill in the Dark Assembly. This costs 30 Mana and, if it's successful, bumps the Product Rank up by one. This gives you access to higher-quality weapons and armor. If you have the cash to pay for the upgrades, this can give you the power boost you need to get through a tough stage.

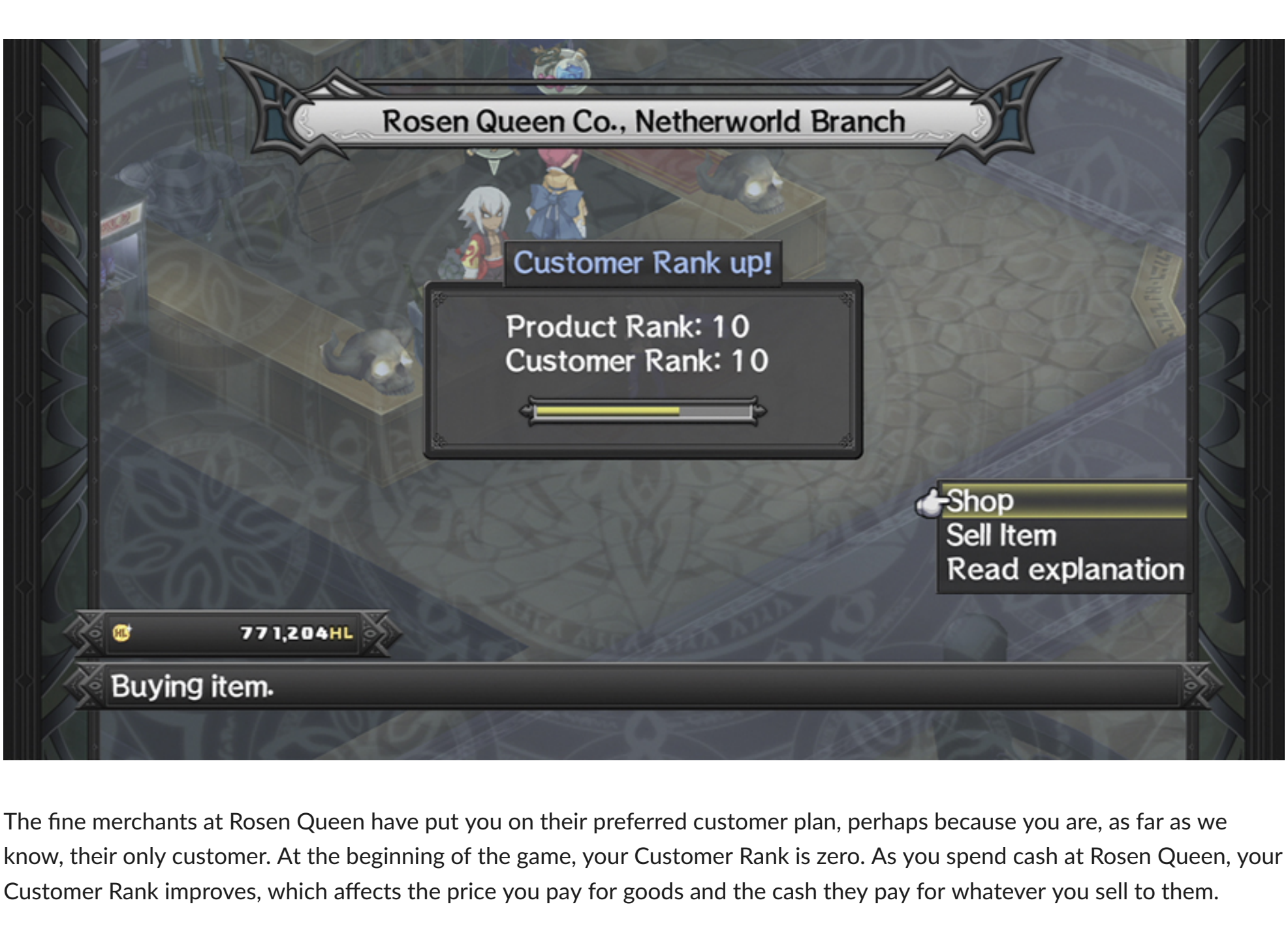
When you clear the Final Episode and reach the Post-Game, your Product Rank will end up at 10, and you cannot pass any additional bills to improve it. By taking on the toughest challenges in the Post-Game, you can quietly unlock Product Ranks 11 and 12. You will not be informed that this has happened; the shopkeeper in Laharl's Castle will simply update his inventory without further comment. At Product Rank 12, Rosen Queen sells the second-best weapons in the game for a base price of 300,000,000 HL each.

To find out when a given piece of equipment becomes available for sale and at what Product Rank.

Product Rank	Fists	Swords	Spears	Bows	Guns	Axes	Staves	Books	Monster Weapons	Monster Emblems	Arm
0	Cause Wristband	Common Dagger	Fake Spear	Old Bow	Bamboo Water Gun	Rusty Axe	Sort of Staff—Like	Ripped Scrap Book	Cicada Husk	Humiliating Emblem	Amulet
0	Rubber Gloves	Short Sword	Gatekeeper Spear	Wooden Bow	Junk Shooter	Lumberjack Axe	Magic Rod	Business Planner	Paw Gloves	Weakling Emblem	Pot Lid
0	Slap	Falchion	Short Spear	Short Bow	Auto Shock	Nailed Bat	Glass Wand	Fun With Magic	Curved Nail	Depraved Emblem	Silk Cummer
1	Brass Knuckles	Gladius	Bardiche	Technical Hunter	Dolphin SP	Wooden Hammer	Magician's Wand	Prinny Book	Umbrella Bat	Colt Emblem	Safety Helmet
1	Full—Power Flick	Bastard Sword	Corseque	Beast Bow	Netherworld Mk 4k	Hardened Bat	Pixy Rod	Jewel Lithograph	Fawn Horn	Cunning Emblem	Homema Sweater
1	Protective Gloves	Khukuri	Halberd	Long Bow	Silver Hawk	Barber Pole	Undead Staff	Magic Diary	Slime Mucus	Sacrifice Emblem	Festival Clothes
2	Father's Fist	Hell Saber	Crosspike	Mechanical Bow	Hyper Blaster	Warrior Axe	Staff of Marriage	Demon Text Book	Jelly Fish Needle	Sitcom Emblem	Buckler
2	Elbow Drop	Machete	Battle Fork	Nature Bow	Welrod	Plated Axe	Conchiolin	Gremlin Tales	Cobra Twist	Skeleton Emblem	Bug Her Suit
2	Crap Beater	Dragon Blade	Warrior Spear	Skeleton Bow	Double Derringer	Bronze Axe	Jewel Scepter	Demon Beast Fossil	Porcupine Needle	Danger Emblem	Gas Mas
3	Bare Knuckles	Bane Sword	Naginata	Thorn Bow	Marshal Echo	Labrys	Elf Staff	Mononoke Deck	Wolf Fangs	Third Eye Emblem	Knifing V
3	Weakness Chop	Mail Breaker	Bec de Corbin	Assassin Bow	Gehenna 600	Greedy Hatchet	Demon Wand	Hieroglyphics	Suspicious Tentacle	Courage Emblem	Kendo G
3	Open Hand Push	Wild Dagger	Obsidian Spear	Wind Hunter	Eagle Bison	Shaman Axe	Beat Stick	Poison Butterfly	Bull Horn	Eerie Emblem	Kite Shie
4	Kakute	Ninja Sword	Fangvergnugen	Bird Bow	Heat Wave Gun	War Hammer	Jungle Stick	Book of Evolution	Bear Claw	Secret Emblem	Magical
4	Cross—Counter	Big Snake	Thunder Spear	Golden Hunter	Vapor Killer	Dwarf Axe	Prinny Staff	Rune Bible	Rose Whip	Greedy Emblem	Bikini Ar
4	Bagh Nakh	Berserker	Elf Spear	Miracle Bow	Beam Gun	Lovely Edge	Inspiring Staff	Magic for Morons	Tiger Fang	Flame Emblem	Great H
5	Hand Power	Chidori	Skull Lance	Shadow Arch	Sky Maiden Gun	Gold Crusher	Mesmerizing Staff	Sun Monolith	Jack-o'-Lantern	Impure Emblem	Hustler Jacket
5	Shamrock Gloves	Evil Saber	Demon Pinner	Grudge Bow	All Finger Fistcount	Guillotine Axe	Emerald Staff	Supernatural Tales	Alligator Bite	Devilish Emblem	Magical Tricorn H
5	Mack Gloves	Sword of Damocles	Wind Spear	Sweet Fairy Bow	Dead Chaser	Crimson Fire Stick	Shiny Staff	Witchcraft	Mythic Beast Horn	3 Star Emblem	Dandy C
6	Doctor Claws	Auto—Cleave	Evil Star Spear	Slypheed	Hell Grenade	Metal Slasher	Kamikaze Staff	Book of Secrets	Undead Embrace	Madness Emblem	Elegant
6	Ninja Claws	Man Eater	Hungnir	Jadeite Bow	Space Magnum	Wing Axe	Pretty Rod	Necromancy	Mad Dinosaur	Dark Emblem	Scalema
6	Katar	Alberich	Valkyrie Spear	The Thornicator	Photon Burst	Evil Butterfly Axe	G.H.O.B.A.G.	Mandate of Heaven	Demon Hand	Spirit Emblem	Breastpl
7	Fist Blades	Demon Cutter	Fallen Angel Spear	Evil Killer	Malicious	Guilty Axe	Mermaid Staff	Darkness Tablet	Wyvern Wing	Unexpected Emblem	Duralum Shield
7	Roshambo	Flare Saber	Aura Javelin	Master Bow	Wing Blaster	Aura Axe	Staff of Happiness	Sacred Scriptures	Pegasus Hoof	Heretic Emblem	Willpow Suit
7	Gold Mitten	The Doodbringer	Sea God Trident	Evil Tree Bow	Hazardous Corpse	Pahoehoe	Eclipse Wand	Anti—Evil Lithograph	Mermaid Harp	Mystery Emblem	Brigandi
8	Back Fist Special	Blutgang	Dark Trident	Mangado Bow	Commando	Aethyr	Dream Staff	Phalaenopsis Dream	Demon Claw	Gold Emblem	General' Helm
8	Hand Spikes	Gram	Snake Spear	Barbatos	Psycho Gun	Enforcer	Contract Staff	Book of Death	Griffin Beak	Dark Knight Emblem	Happy C
8	Chi Hand	Boulder Breaker	Ziegfried	Crow Bow	Pile Bunker	Sedona Axe	Solid Impact	Sephirot	Golem Punch	Chastity Emblem	Robe of Magi
9	Poison Blow	Chaos Knife	Tonbogiri	Arjuna Bow	Stress Reliever	Daedalus War Axe	Sorcerer Rod	Mystic Doctrines	Spider's Curse	Surprise Emblem	Metal Ja
9	Platinum Gauntlet	Moral Blade	Marte	Prometheus	Gjallarhorn	Violence Edge	Prinny Staff X	Evil God Grimoire	Jaws of Cerberus	Earth Emblem	Nine Tai
9	Hero Chop	Murasame	Blue Stinger	Silver Wind Bow	Volcanic Fire	Axe of Despair	Amduscias	iVil Pad	Geo Blade	Happy Emblem	Angel Sh
10	Devil Hand Wraps	Joyeuse	Ruin Spear	Secret Skill Bow	Titania	Earthquaker	Rune Staff	Abyssal Gate	Kraken Tentacles	Goddess Emblem	Dragonr
10	Dragon Nail	Caladbolg	Geironul	Hitman Bow	Lightning Laser Gun	Amazoness	Wizardry	Illustrated Scroll	Nightmare's Neigh	Fiery Emblem	Venus D
10	War Cestus	Mistilteinn	Pinaka	Sky God Bow	Hammer Gun	Garuda Axe	Summon Luminas	Holy Book of Ra	Hydra Bind	Phoenix Emblem	Achilles Shield
11	Death Grip	Verethragna	Rugal Spear	Stymphalia Bow	Aurvangr	Ukonvasara	Dark Nebula	Aphrodite	Dragon Tail	Carnage Emblem	Orichalc Armor
11	Galactica	Excalibur	Wrong Burgundy	Odysseus Bow	Omega Phaser	Lunatic Axe	Holy Goddess Staff	Gorgon Stone	Half a Phoenix Wing	Illusion Emblem	Death's Breastpl
11	God Killer	Ullikummi	Gungnir	Sagittarius	Pulse Cannon	Ragnar	Ganesha Staff	Garuda Legend	Enigma	Dragon God Emblem	Aegis Sh
11	—	—	—	—	—	—	—	—	—	—	—
12	Zodiac	Exodus	Overlord's Spear	Gandiva	Crusader	Gilgamesh	Tupac Yauri	Dantalion	Devil Matrix	Undead Emblem	Overlord Cape
12	God Finger	Frey	Leviathan	Drake Hunter	Overlord's Gun	Lightning Axe	Thyrsus Staff	Necronomicon	Uroborus Ring	Enma Emblem	Nirvana
12	Ultimus	Yoshitsuna	Glorius	Lovely Cupid	Marduk	Britomartis	Mercurius	Book of Eibon	Makai Wars	Awakening Emblem	Superall Suit

To get the best weapons and armor in the game, you'll need to use specific weapons and armor to create dungeons in the Item World. No matter what you do, the Rosen Queen's inventory tops out at second best.

Customer Rank



Rosen Queen Co., Netherworld Branch

Customer Rank up!

Product Rank: 10
Customer Rank: 10

771,204HL

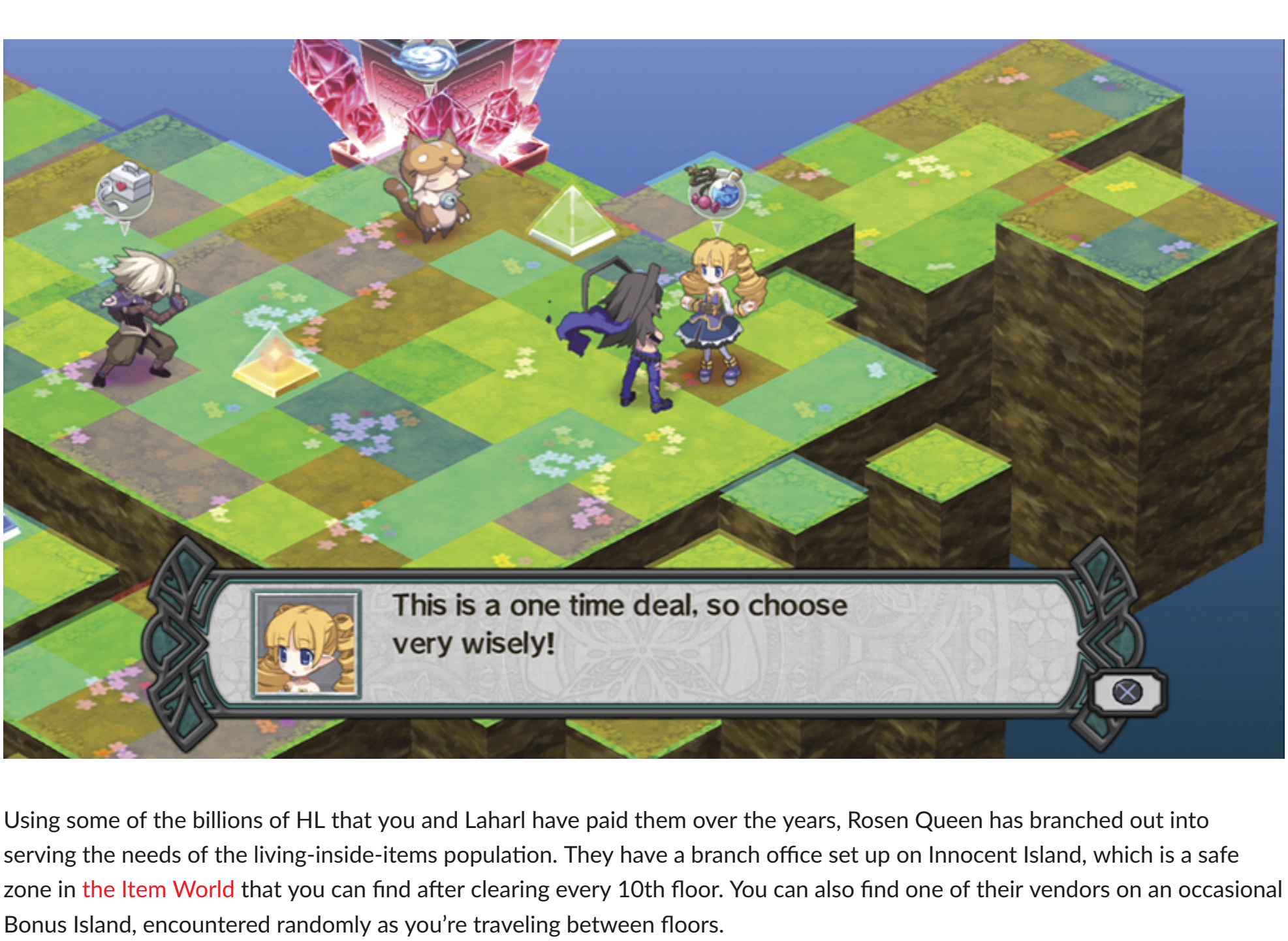
Buying item.

The fine merchants at Rosen Queen have put you on their preferred customer plan, perhaps because you are, as far as we know, their only customer. At the beginning of the game, your Customer Rank is zero. As you spend cash at Rosen Queen, your Customer Rank improves, which affects the price you pay for goods and the cash they pay for whatever you sell to them.

Money Spent	Customer Rank	Discount
—	—	0%
2500	1	3%
17500	2	8%
80000	3	9%
240000	4	12%
840000	5	15%
1,440,000	6	18%
3,990,000	7	21%
10,240,000	8	24%
16,240,000	9	27%
23,240,000	10	30%
33,240,000	11	33%
47,240,000	12	50%

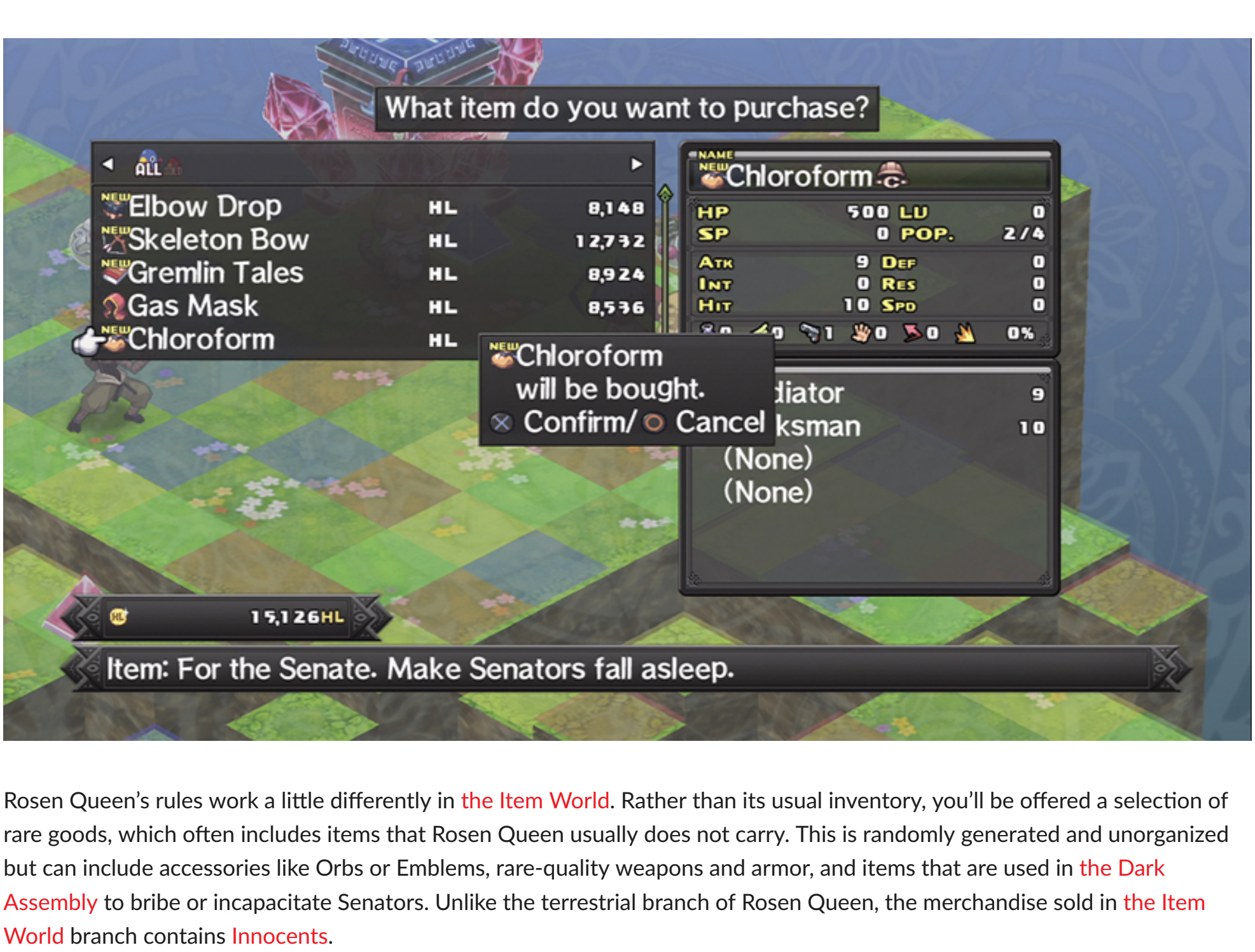
This may seem like a lot of money, but by the time you're a few hours into the Post-Game you should be pulling in enough cash to reach Rank 12 without too much effort. It's not worth buying throwaway high-end weapons and armor just to get your Customer Rank up, but it does take some of the sting out of your more expensive purchases.

Item World Branch



This is a one time deal, so choose very wisely!

Using some of the billions of HL that you and Laharl have paid them over the years, Rosen Queen has branched out into serving the needs of the living-inside-items population. They have a branch office set up on Innocent Island, which is a safe zone in the Item World that you can find after clearing every 10th floor. You can also find one of their vendors on an occasional Bonus Island, encountered randomly as you're traveling between floors.



What item do you want to purchase?

Elbow Drop HL 8,148
Skeleton Bow HL 12,732
Gremlin Tales HL 8,924
Gas Mask HL 8,536
Chloroform HL

Chloroform
will be bought.

Chloroform
HP 500 LV 0
SP 0 POP. 2/4
ATK 9 DEF 0
INT 0 RES 0
HIT 10 SPD 0

15,126HL

Item: For the Senate. Make Senators fall asleep.

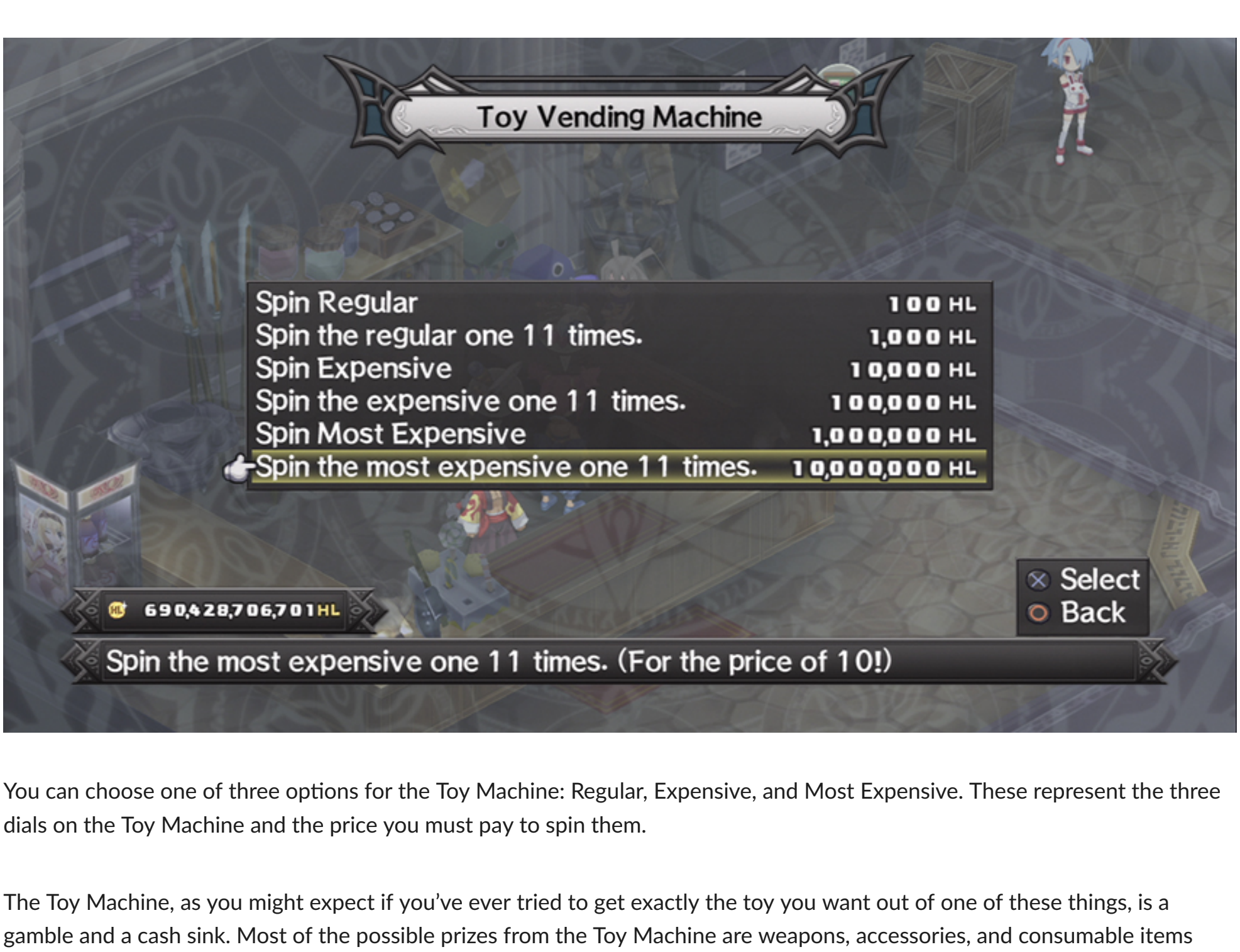
Rosen Queen's rules work a little differently in the Item World. Rather than its usual inventory, you'll be offered a selection of rare goods, which often includes items that Rosen Queen usually does not carry. This is randomly generated and unorganized but can include accessories like Orbs or Emblems, rare-quality weapons and armor, and items that are used in the Dark Assembly to bribe or incapacitate Senators. Unlike the terrestrial branch of Rosen Queen, the merchandise sold in the Item World branch contains Innocents.

As the clerk will tell you, shopping at Rosen Queen in the Item World is a one-time offer. Once you close the shop window, you cannot reopen it to buy or sell more goods from that vendor. She'll only reopen for business if you descend 10 more floors and find her again on a new Innocent Island, and at that point, she'll have a brand new inventory.

Since the Item World shop is a Rosen Queen affiliate, all purchases made from it affect your Customer Rank and enjoy the same benefits.

The Toy Machine

It's easy to miss since it doesn't advertise its existence the way the other castle features do, but the Prinny-shaped gadget on the Rosen Queen countertop by Inakia is a Toy Vending Machine. It accepts HL in exchange for randomly determined prizes, which can range from cheap equipment to rare Potions and Serums.



Toy Vending Machine

Spin Regular 100 HL
Spin the regular one 11 times. 1,000 HL
Spin Expensive 10,000 HL
Spin the expensive one 11 times. 100,000 HL
Spin Most Expensive 1,000,000 HL
Spin the most expensive one 11 times. 10,000,000 HL

690,428,706,701HL

Spin the most expensive one 11 times. (For the price of 10!)

You can choose one of three options for the Toy Machine: Regular, Expensive, and Most Expensive. These represent the three dials on the Toy Machine and the price you must pay to spin them.

The Toy Machine, as you might expect if you've ever tried to get exactly the toy you want out of one of these things, is a gamble and a cash sink. Most of the possible prizes from the Toy Machine are weapons, accessories, and consumable items that you could just buy from Rosen Queen. However, you can also luck out and get rare-quality versions of the same items, or you might get any of a handful of accessories or consumables that Rosen Queen does not carry, such as Muscles, Orbs, or stat-boosting Serums. Items that you get out of the Toy Machine can also contain Innocents.

Normal

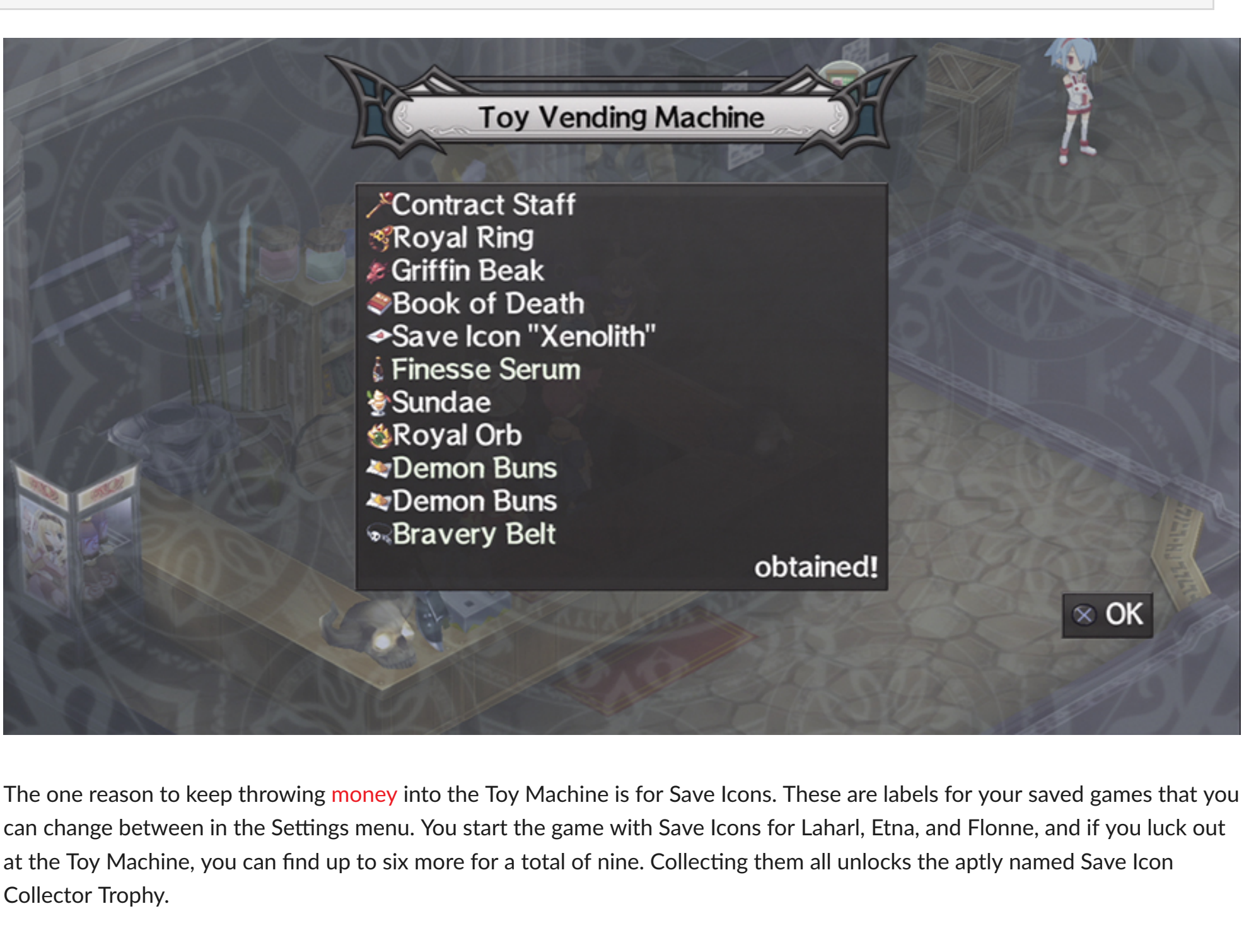
Item	Chance
Cause Wristband	3%
Common Dagger	3%
Fake Spear	3%
Old Bow	3%
Bamboo Water Gun	3%
Rusty Axe	3%
Sort of Staff-like	3%
Ripped Scrap Book	3%
Cicada Husk	3%
Humiliating Emblem	3%
Amulet	3%
Pot Lid	3%
ABC Gum	20%
Mint Gum	10%
Sardine	5%
Fairy Dust	5%
Demon Buns	24%

Expensive

Item	Chance
Elbow Drop	3%
Crap Beater	1%
Machete	3%
Dragon Sword	1%
Battle Fork	3%
Warrior Spear	1%
Nature Bow	3%
Skeleton Bow	1%
Welrod	3%
Double Derringer	1%
Plated Axe	3%
Bronze Axe	1%
Conchiolin	3%
Jewel Scepter	1%
Gremlin Tales	3%
Demon Beast Fossil	1%
Cobra Twist	3%
Porcupine Needle	1%
Skeleton Emblem	3%
Danger Emblem	1%
Bug Hero Suit	3%
Knifing Vest	1%
Gas Mask	3%
Exertion Belt	3%
Ninja Tabi	3%
Psycho Orb	3%
Nerd Glasses	3%
Kung-Fu Muscle	3%
Dark Rosary	1%
Flan	5%
Eclair	5%
Frog Sweat	5%
Immortal Pill	5%
Demon Buns	17%

Very Expensive

Item	Chance
Hand Spikes	3%
Gram	3%
Snake Spear	3%
Barbatos	3%
Psycho Gun	3%
Enforcer	3%
Contract Staff	3%
Book of Death	3%
Griffin Beak	3%
Dark Knight Emblem	3%
Happy Cape	3%
Bravery Belt	3%
Angel's Shoes	3%
Royal Orb	3%
Robe of the Magi	3%
Dream Muscle	3%
Royal Ring	3%
Mana Potion V	2%
EXP Potion V	2%
Demon Buns	10%
Fitness Serum	1%
Spirit Serum	1%
Mind Serum	1%
Endurance Serum	1%
Tolerance Serum	1%
Finesse Serum	1%
Agility Serum	1%
Stamina Serum	1%
Mr. Gency Exit	5%
Sundae	7%
Mushroom Soup	7%
Elixir	5%



Toy Vending Machine

Contract Staff
Royal Ring
Griffin Beak
Book of Death
Save Icon "Xenolith"
Finesse Serum
Sundae
Royal Orb
Demon Buns
Demon Buns
Bravery Belt
obtained!

The one reason to keep throwing money into the Toy Machine is for Save Icons. These are labels for your saved games that you can change between in the Settings menu. You start the game with Save Icons for Laharl, Etna, and Flonne, and if you luck out at the Toy Machine, you can find up to six more for a total of nine. Collecting them all unlocks the aptly named Save Icon Collector Trophy.

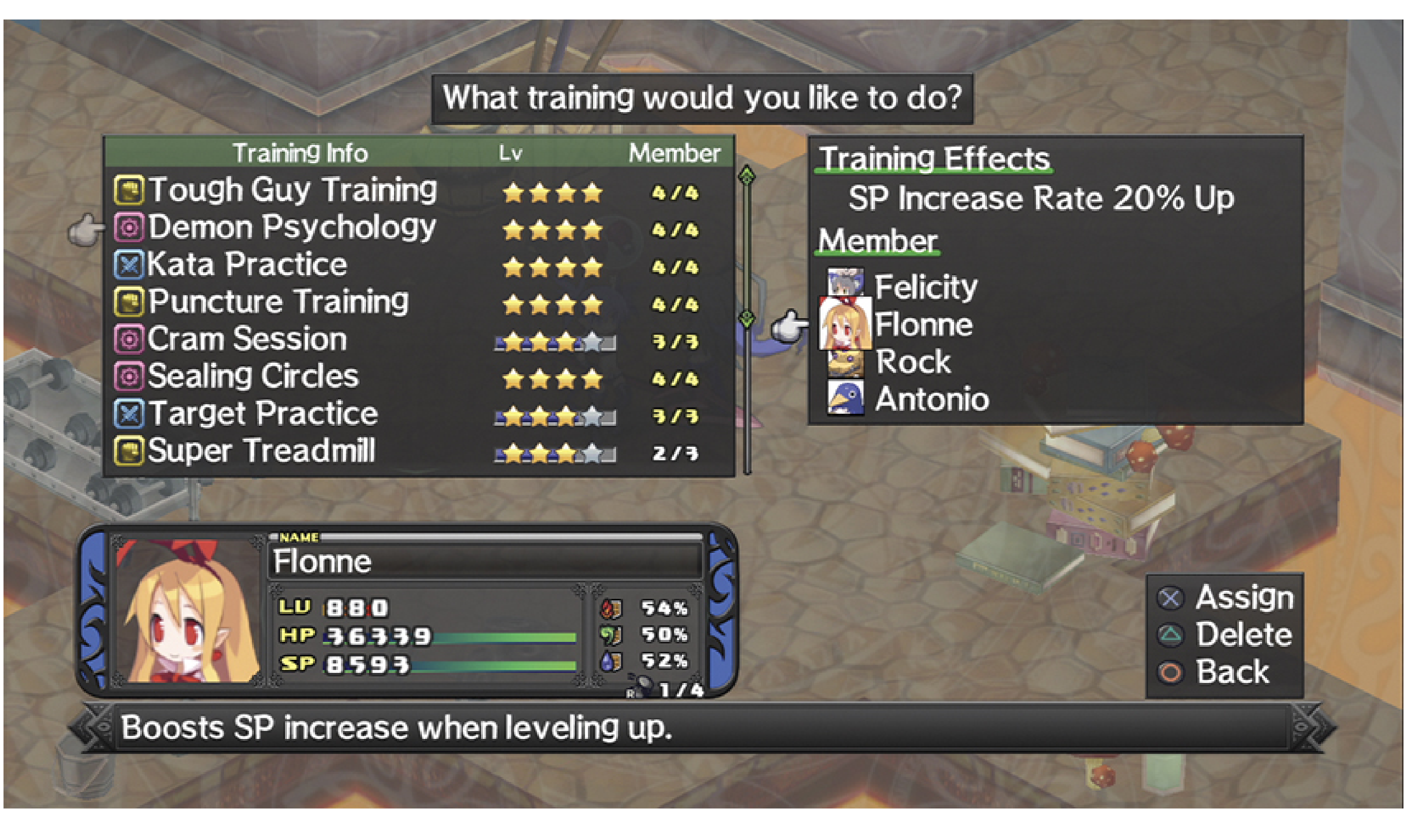
To even have a chance of getting a Save Icon out of the Toy Machine, you must have progressed past a certain point in the story and you must spin the appropriate dial. Doing so gives you a 1% chance of getting a Save Icon instead of one of the usual prizes; that is, to have any shot at receiving Lady Laharl's Save Icon, you must have cleared Episode 4 and you must be spinning the Most Expensive dial.

SAVE ICONS AT THE TOY MACHINE

Icon	Spin	Conditions
Sicily	Regular	Clear Episode 2
Lady Laharl	Most Expensive	Clear Episode 4
Etna (2P)	Most Expensive	Clear Episode 4
Pure Flonne	Most Expensive	Clear Episode 9
Barbara	Most Expensive	Clear Episode 3
Xenolith	Most Expensive	Clear Episode 5

Laharl's Castle

The Demon's Dojo



What training would you like to do?

Training Info	Lv	Member
Tough Guy Training	★★★★	4/4
Demon Psychology	★★★★	4/4
Kata Practice	★★★★	4/4
Puncture Training	★★★★	4/4
Cram Session	★★★☆	3/3
Sealing Circles	★★★★	4/4
Target Practice	★★★☆	3/3
Super Treadmill	★★★☆	2/3

Training Effects
SP Increase Rate 20% Up
Member
Felicity
Flonne
Rock
Antonio

NAME Flonne
LV 880
HP 36339
SP 8593
54%
50%
52%
1/4

Boosts SP increase when leveling up.

After you've cleared Nameless Wilderness, which is the fourth stage in Episode 1, the Demon's Dojo becomes available in Laharl's Castle. You can visit it via the doorway next to the Rosen Queen Trading Company's counter.

Simply put, the Dojo is a gym for demons. If Etna's with you, the Dojo's in the capable (?) hands of the Prinnies; otherwise, Etna runs the place. By speaking to her or to her Prinny stand-ins, you can sign up your characters for grueling, potentially dangerous training to improve their stats, leveling speed, Likability, and Aptitudes.

Unlocking Training

When you clear Nameless Wilderness, the fourth stage in Episode 1, the Dojo opens for business. At this point, you can train your characters in one of eight ways, each of which provides a bonus to one of a character's stats whenever he or she levels up.

As you progress through the main story missions, more methods of training open up in the Dojo. When you clear the Final Episode, the last two training methods become available for your use, right in time for the festival of leveling and numbers that is a Disgaea-style endgame.

- Training Type: The name of the training in the menu.
- Effect: The passive effect of undergoing the training.
- Amount per Level of Training: The percentage amount of improvement in the stat or resource per level of training. At four stars, the training is worth four times this amount.
- Unlock Conditions: The point in the main story where this type of training becomes available.

Training Type	Effect	Amount Per Level of Training	Unlock Conditions
Tough Guy Training	HP Increase Rate Up	5%/10%/15%/20%	Clear Nameless Wilderness in Episode 1
Demon Psychology	SP Increase Rate Up	5%/10%/15%/20%	Clear Nameless Wilderness in Episode 1
Kata Practice	ATK Increase Rate Up	5%/10%/15%/20%	Clear Nameless Wilderness in Episode 1
Puncture Training	DEF Increase Rate Up	5%/10%/15%/20%	Clear Nameless Wilderness in Episode 1
Cram Session	INT Increase Rate Up	5%/10%/15%/20%	Clear Nameless Wilderness in Episode 1
Sealing Circles	RES Increase Rate Up	5%/10%/15%/20%	Clear Nameless Wilderness in Episode 1
Target Practice	HIT Increase Rate Up	5%/10%/15%/20%	Clear Nameless Wilderness in Episode 1
Super Treadmill	SPD Increase Rate Up	5%/10%/15%/20%	Clear Nameless Wilderness in Episode 1
Weapon Maintenance	Weapon Mastery Increase Rate Up	5%/10%/15%/20%	Finish Episode 4
Punching Bags	EXP Rate Up	10%/20%/30%/40%	Finish Episode 3
Book Stacks	Manna Rate Up	10%/20%/30%/40%	Finish Episode 3
Love Potion Practice	Likability Rate Up	20%/40%/60%/80%	Clear the Final Episode and see the true ending
Weapon Assembly	Aptitude Rate Up	1%/2%/5%/10%	Clear the Final Episode and see the true ending
Waterfall Training	Bonus Increase Rate Up	5%/10%/15%/20%	Finish Episode 2
Battle Royale	Skill EXP Rate Up	10%/20%/30%/40%	Finish Episode 4

Leveling Up Training Types

The more you use your training, the better it becomes. When it's first unlocked, a given type of training is set at one star, where it provides only a minimal benefit and is available only to a single character at a time. It costs you nothing, however, so there's no reason not to sign up all of your characters for extracurricular activities. It keeps them out of trouble.

To level up a training type, characters must be signed up for it and those characters must be present and alive when you clear a stage.

Training Rank 2: 30 stages

Training Rank 3: 50 stages

Training Rank 4: 100 stages

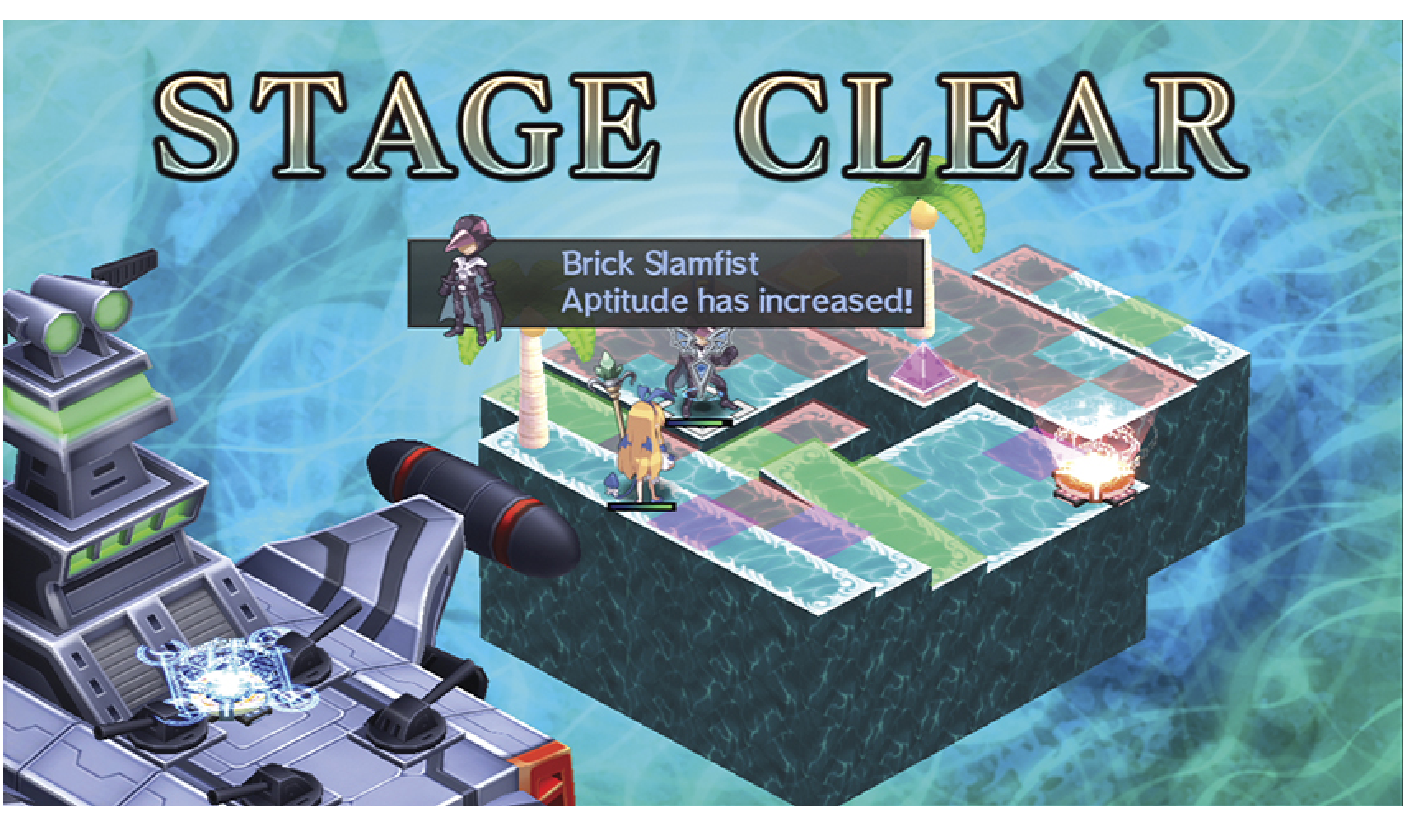
Neither the Item World nor the Dark Assembly count for the purposes of leveling a training type.

Every level that a training type gets is measured in stars, and each star represents a 100% gain in both the training's benefit for a single character and the number of characters who can simultaneously sign up for the training. At four stars, you can have four characters at once using a particular training method at the Dojo, although a single character can sign up only for one training method at a time. You can even visit your crew in the Dojo's training rooms and see how they're doing.

Benefits of Training

For most of the types of training at the Dojo, the benefits are obvious. Every time a character gains stat points, EXP, Mana, Likability, Weapon Mastery experience, or Skill experience, a multiplier is added due to the training. Extra points gained due to the training's modifier are permanent and remain on the character even if he or she moves on to check out another style of training.

This provides an additional multiplier to other methods of boosting your characters' advancement, such as the Cheat Shop. Unlike the Cheat Shop, however, training at the Dojo provides a relatively small and consistent bonus that levels as you do and can be used from Episode 1 onward. Whenever you're planning a specific improvement to a character's abilities, such as grinding Weapon Mastery or saving Mana for an impending Reincarnation, take a second to make sure he or she is doing the right kind of training at the Dojo.

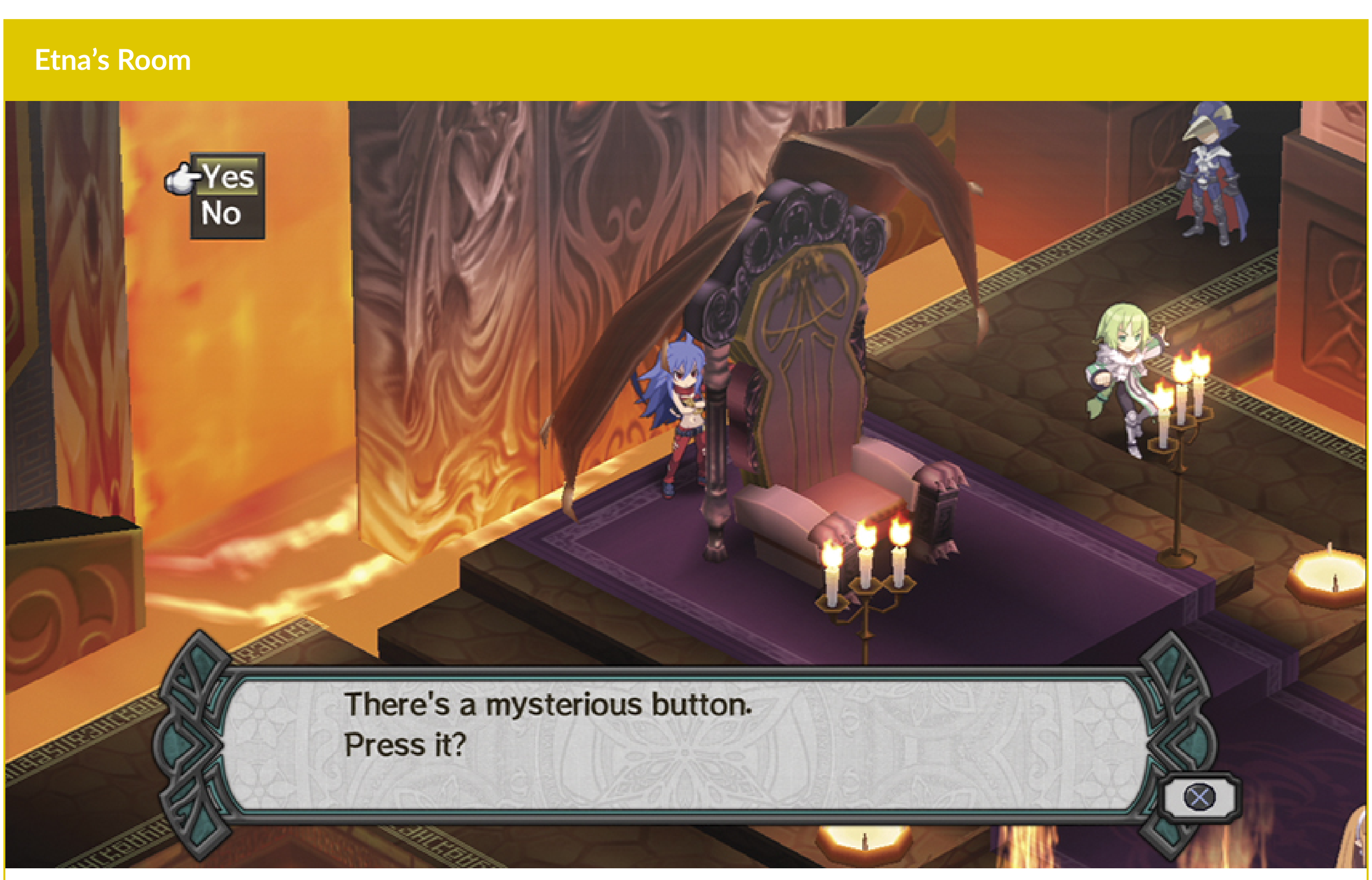


Brick Slamfist
Aptitude has increased!

Weapon Assembly might be the most interesting training of the lot, however. Unlike the rest of the methods, it's a gamble. A character who's undergoing Weapon Assembly training has a chance to, at the conclusion of a stage, gain up to 10 percentage points in a randomly chosen Aptitude. This gain is, like all other bonuses from the Demon's Dojo, permanent; unlike the other bonuses, since it's an Aptitude, it's guaranteed to persist if the character gets Reincarnated. Weapon Assembly isn't great for targeted and specific min-maxing, but it's free, you don't have to go out of your way to do it, and there really isn't any such thing as a "useless" Aptitude.

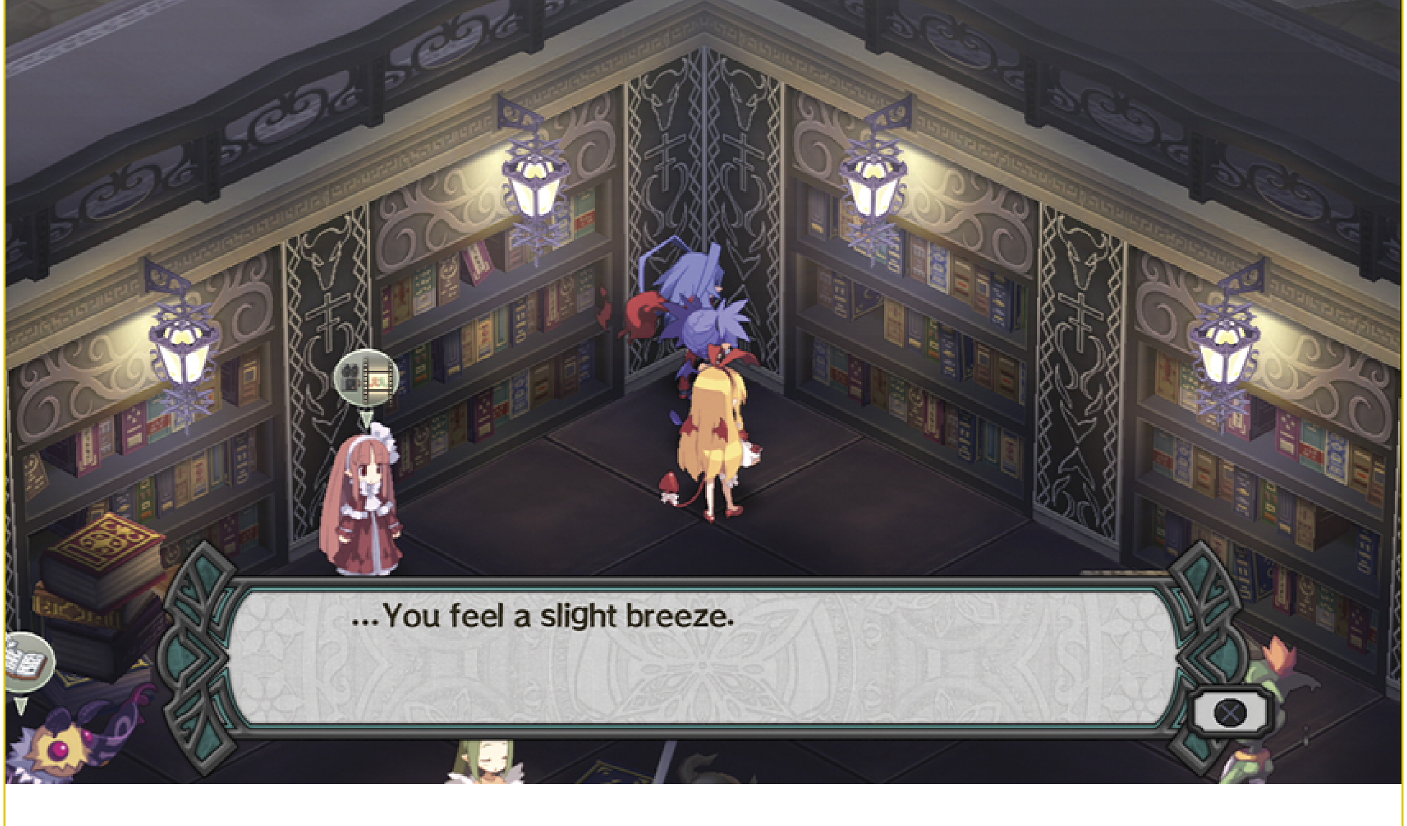
By the time Weapon Assembly hits four stars, it's a reasonably fast if unpredictable method of getting your characters moving toward the 300% Aptitude cap. Since you only get it by the Final Episode, however, you do have to go well out of your way to level the training type. Be sure to bring your characters who are training in Weapon Assembly with you as you revisit some of the better leveling stages, so that you can get their Aptitudes moving that much faster.

Etna's Room

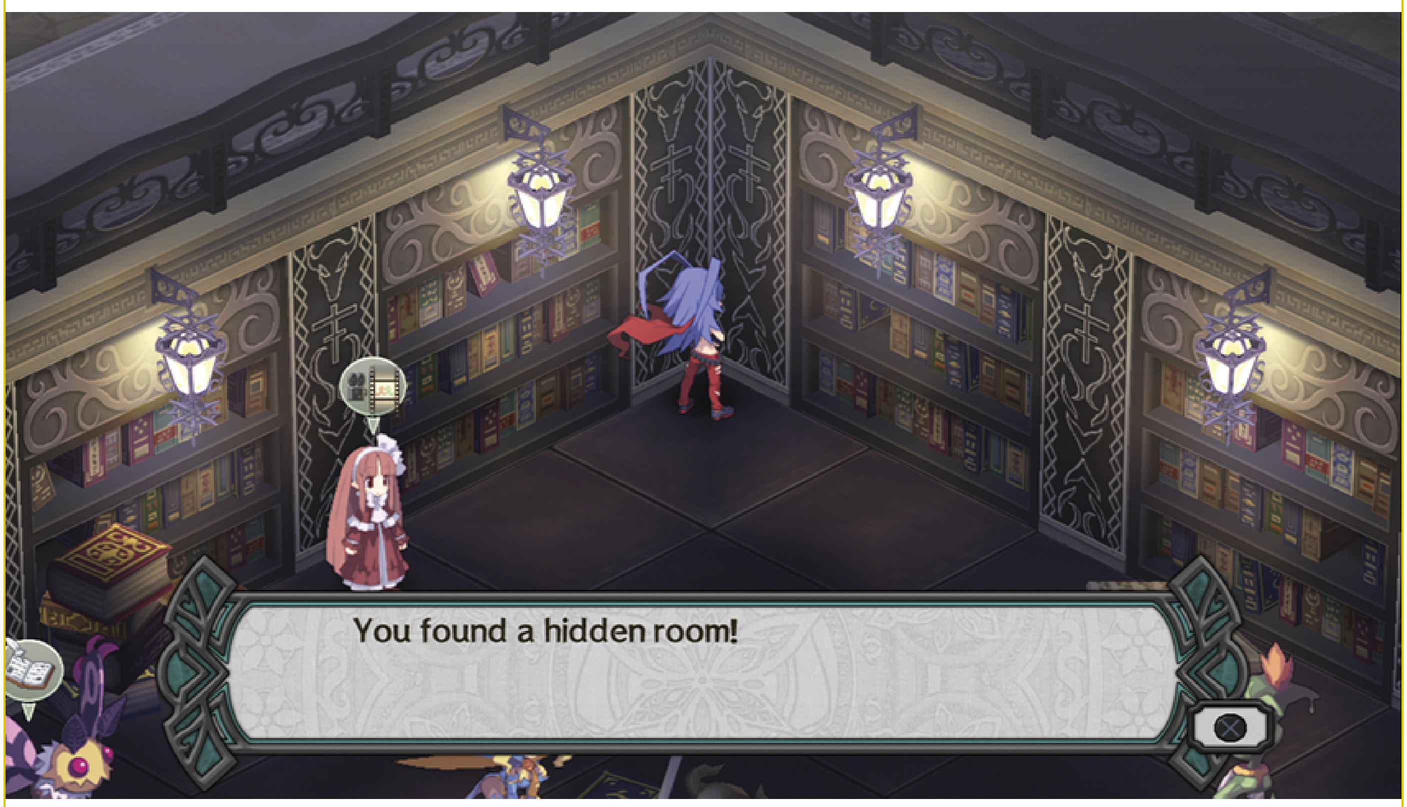


There's a mysterious button.
Press it?

There's one big secret in Laharl's Castle, and you might recognize it from the original Disgaea. There are hidden switches on the back of Laharl's throne and on the skull on the countertop at Rosen Queen. If you flip them both, you'll be told that something opened somewhere. That "something" is a secret door in the corner of the castle's library, which Etna won't let you open until the Post-Game.



...You feel a slight breeze.

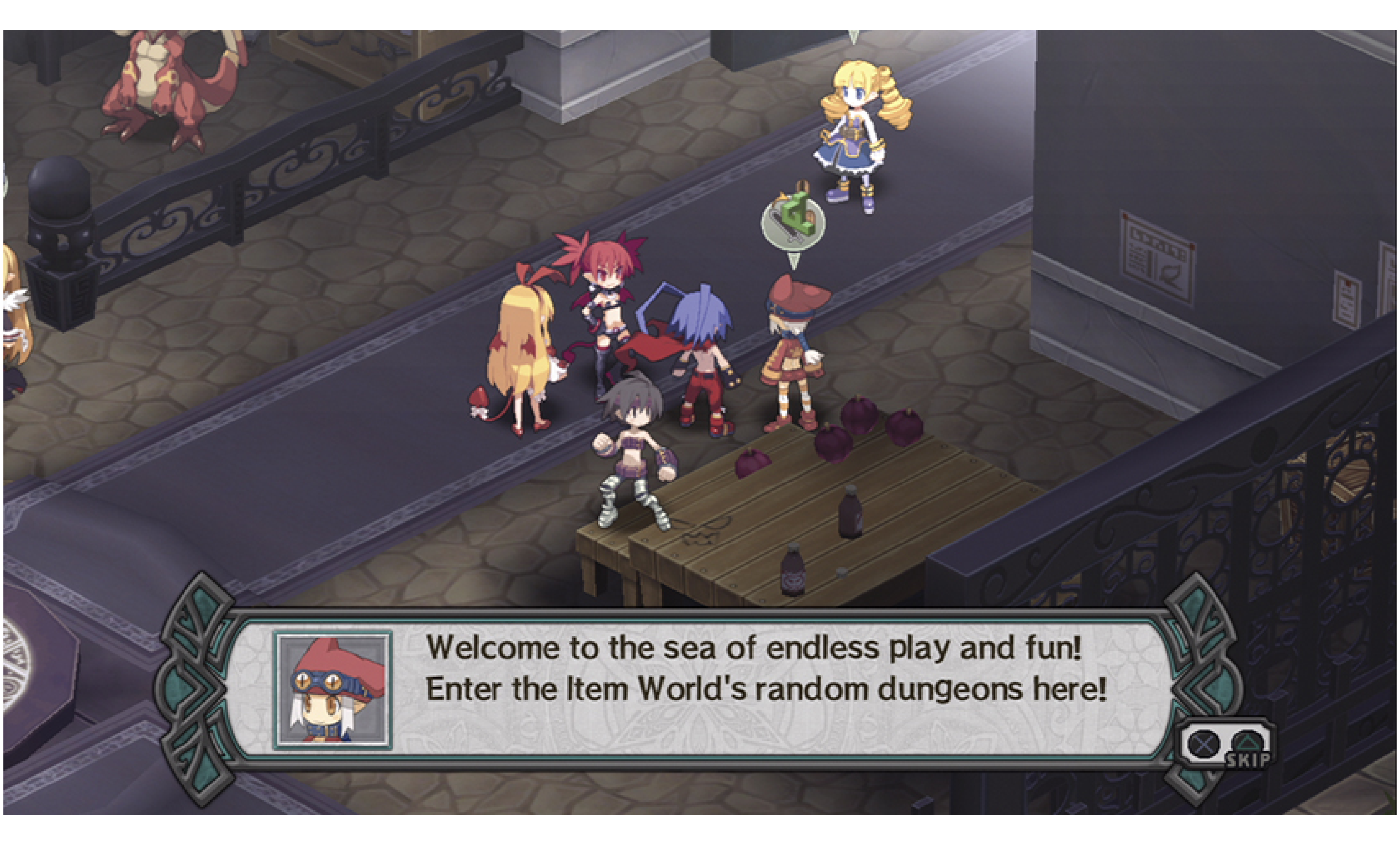


You found a hidden room!

Here you'll find Etna's diary, which briefly recaps the events of the first Disgaea. If you read it to the end, you'll replace the diary and receive a legendary-quality Elder Spear as you leave the room. This is a very powerful weapon, all the more so because you can get it right when you enter the Post-Game, and it's likely to be better than whatever you've been using up to this point. Despite its description, anyone can equip it. This is also the only way to get an Elder Spear, which makes this a necessary stop if you want to unlock the Item Hoarder Trophy.

Laharl's Castle

The Item World

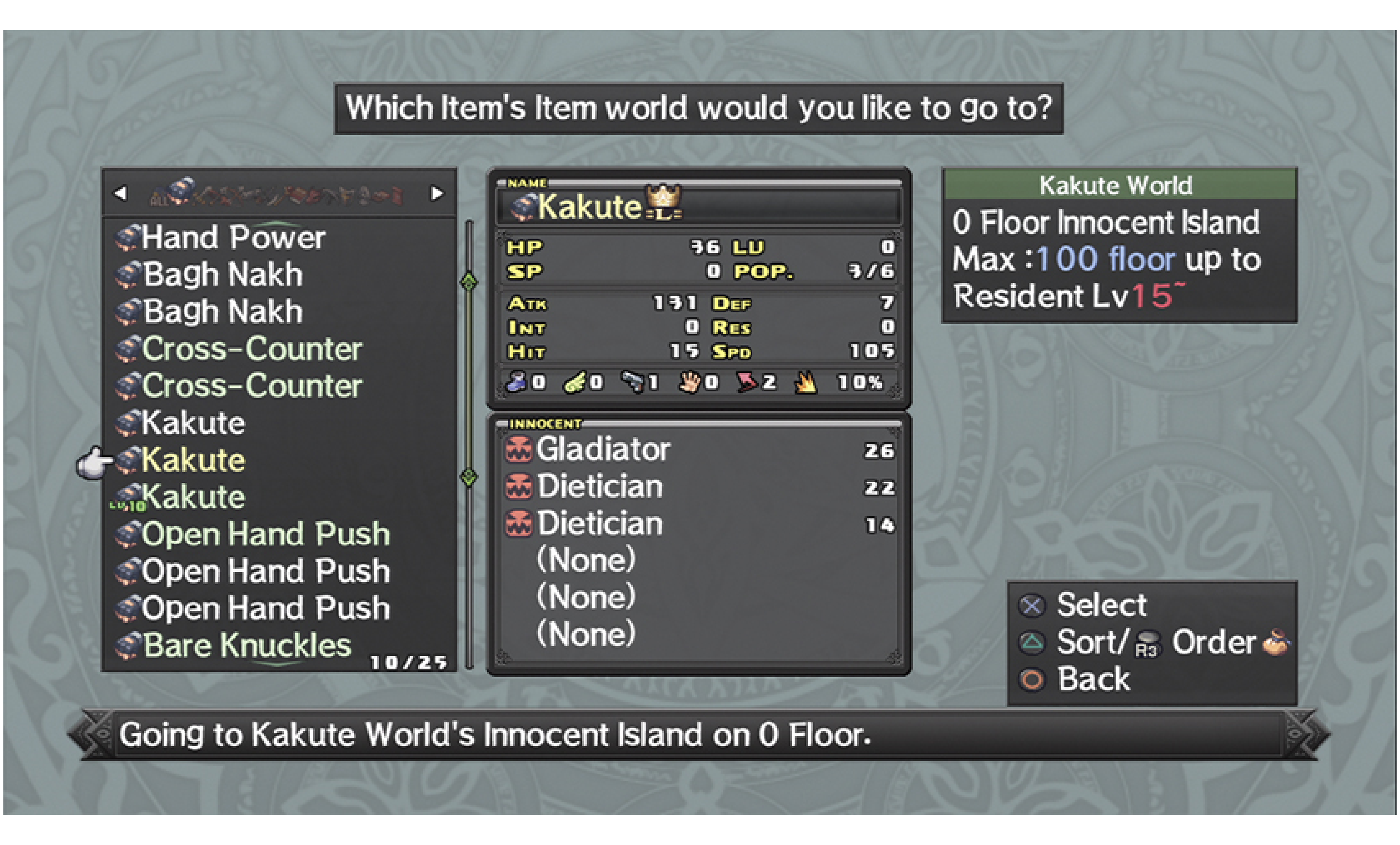


Welcome to the sea of endless play and fun!
Enter the Item World's random dungeons here!

Minato the Thief standing in the mess hall at Laharl's Castle, provides you with access to the Item World. That's where you can find a hidden pocket dimension inside any item in the game, which contains a randomly generated multi-floor dungeon ready for you to explore. Whenever you want to take a break from story missions or you need a new place to get a few levels before moving on, you can take whatever you have lying around to Minato and use it to create a unique adventure.

The Item World is a big part of Disgaea D2's endgame, but it also plays a key role in gearing up your characters as you work your way through each Episode. This section's all about the basics. For advanced strategies and secrets, we've given the Item World its own chapter.

Dungeons



Which Item's Item world would you like to go to?

NAME Kakute

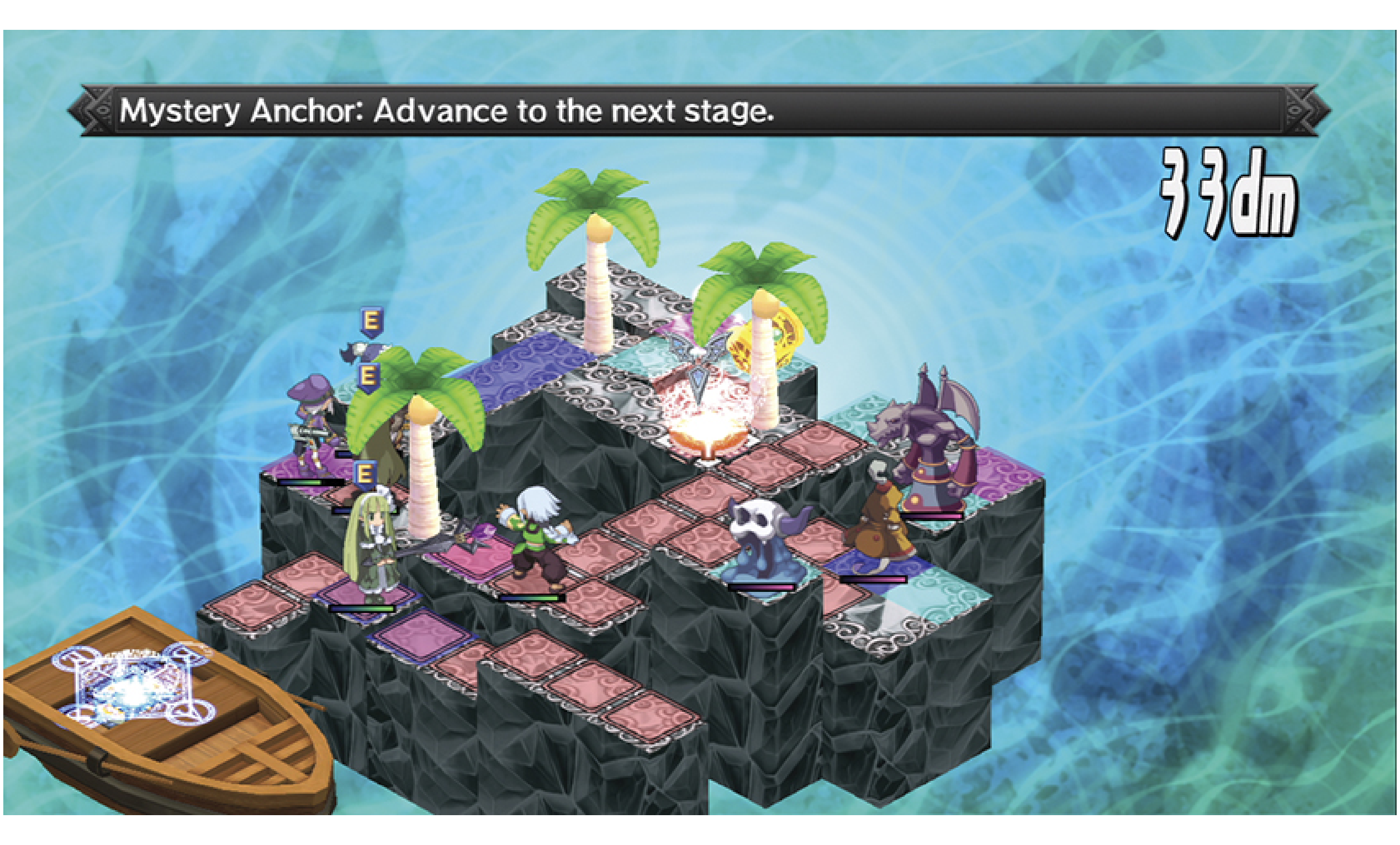
HP	36	LV	0
SP	0	POP.	3/6
ATK	131	DEF	7
INT	0	RES	0
HIT	15	SPD	105

INNOCENT
Gladiator 26
Dietician 22
Dietician 14
(None)
(None)
(None)

Kakute World
0 Floor Innocent Island
Max :100 floor up to
Resident Lv15~

Going to Kakute World's Innocent Island on 0 Floor.

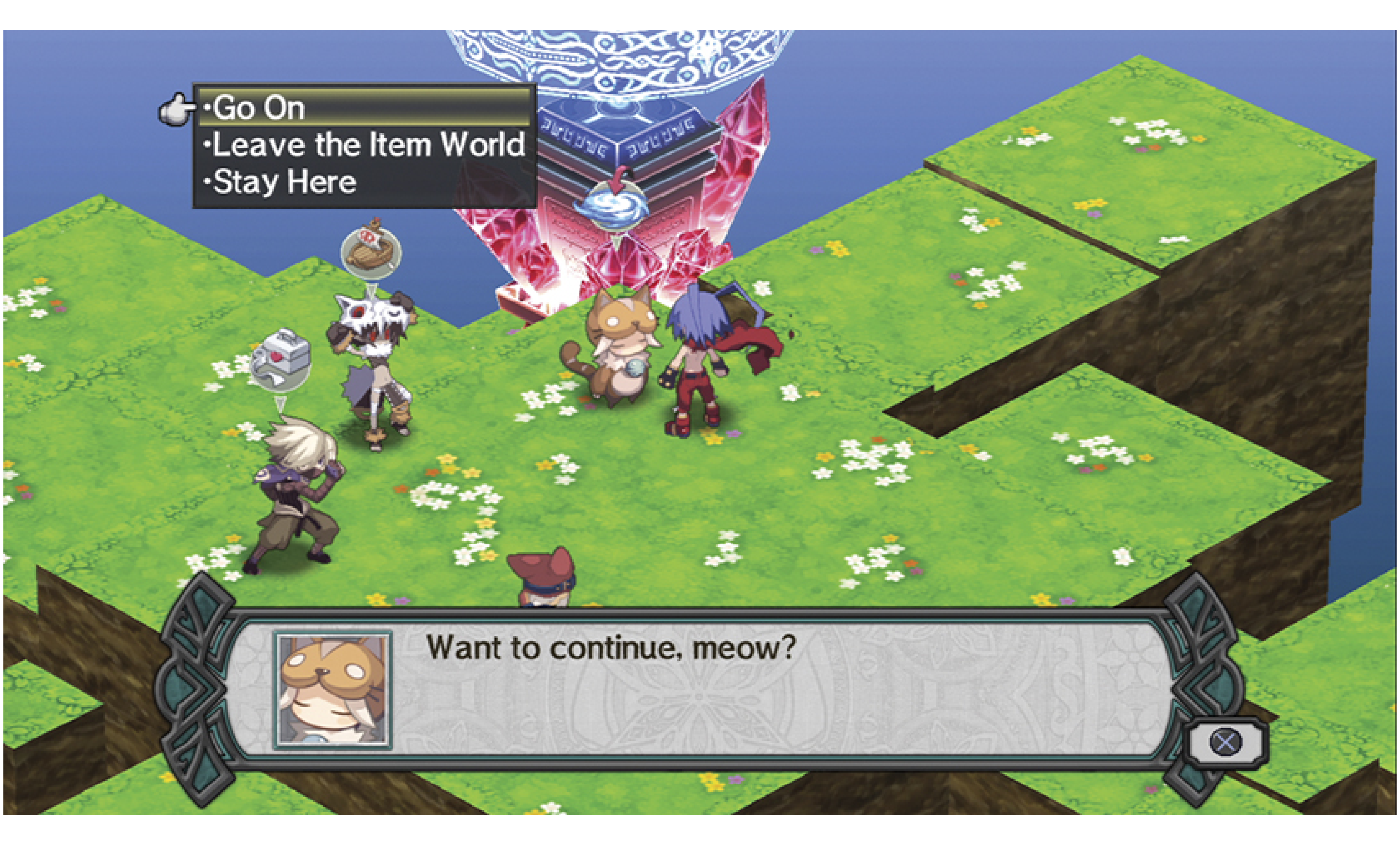
Any item in D2 can be used to create an Item World dungeon. A common-quality item's dungeon has 30 floors, a rare-quality item's has 60, and a legendary-quality item has 100.



Mystery Anchor: Advance to the next stage.

Each floor counts as a separate stage, complete with enemies, Geo Effects, Geo Symbols, and a Bonus meter. You can progress to the next floor by either defeating every enemy unit or by capturing a glowing panel known as a Mystery Anchor, which is often but not necessarily defended by a slightly-better-than-average enemy called a Guardian, who cannot be forced off the panel with the Mystery Anchor through Lifting or with Skills like Triple Strike. If you use the Anchor, you won't receive HL from any enemies you've defeated or any rewards you've earned by filling the Bonus meter; you'll just warp to the next floor without further comment.

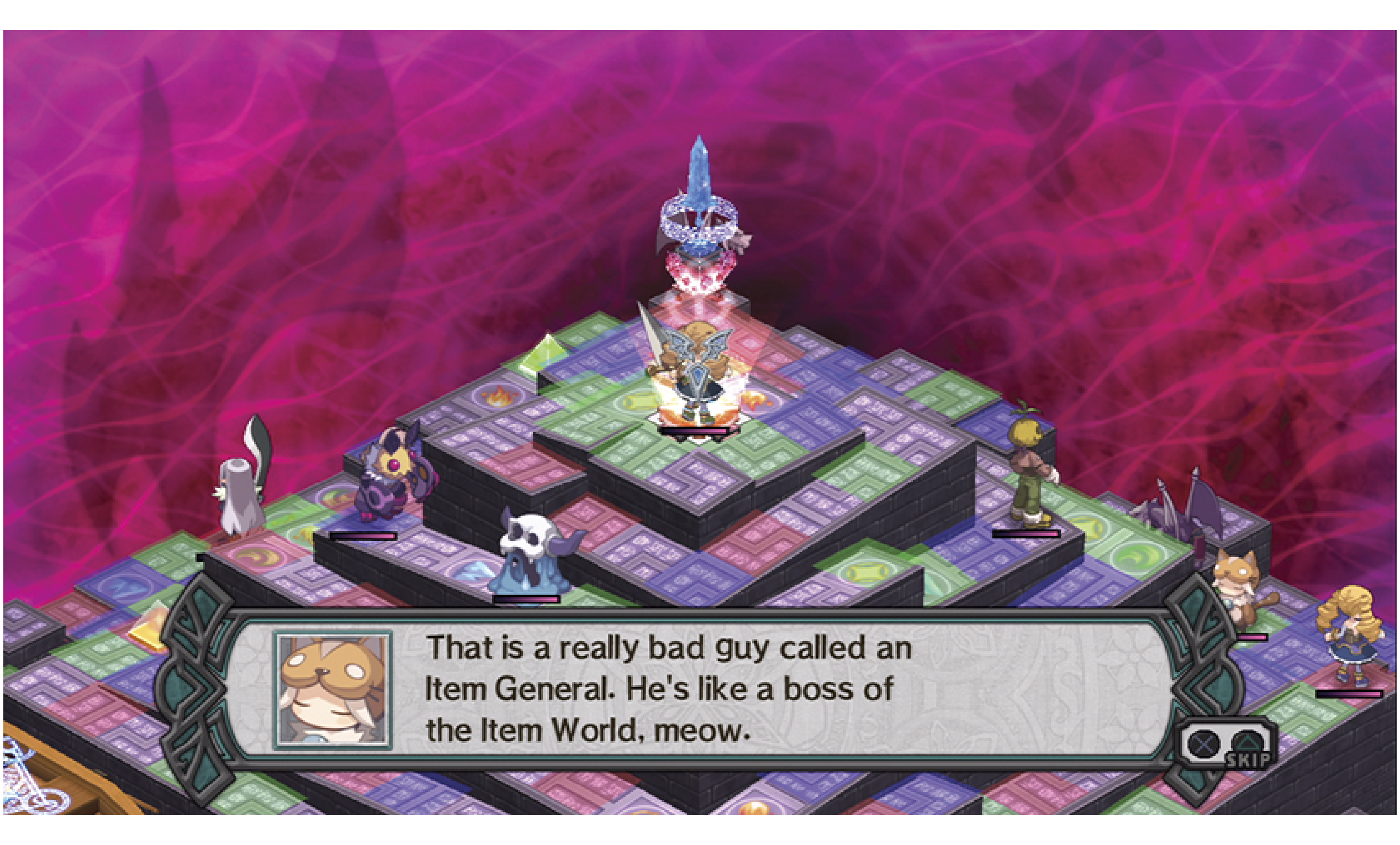
The enemy units you encounter in the Item World are randomly generated, to the point where they'll often show up wielding weapons they're unsuited for or with Evilities that don't actually apply to the situation at hand. You can run into any kind of unit in the game at any point in the Item World, including jobs you haven't unlocked yet and monsters you cannot yet create. Item World enemies' average levels are set by the item you used to generate the dungeon, and you'll be able to get a general idea of what level they'll be from the Item World menu. The lower you go in the Item World, the higher-level the enemies get.



Want to continue, meow?

Once you've entered the Item World, the only way to leave is by using a Mr. Gency Exit, which automatically returns you to Laharl's Castle; by reaching Innocent Island, a safe zone found after every tenth floor, and telling one of the locals that you want to go back to the Castle; or by clearing the final stage of the current dungeon. You can always return to the specific floor you left in the Item World by saving the item and giving it back to Minato.

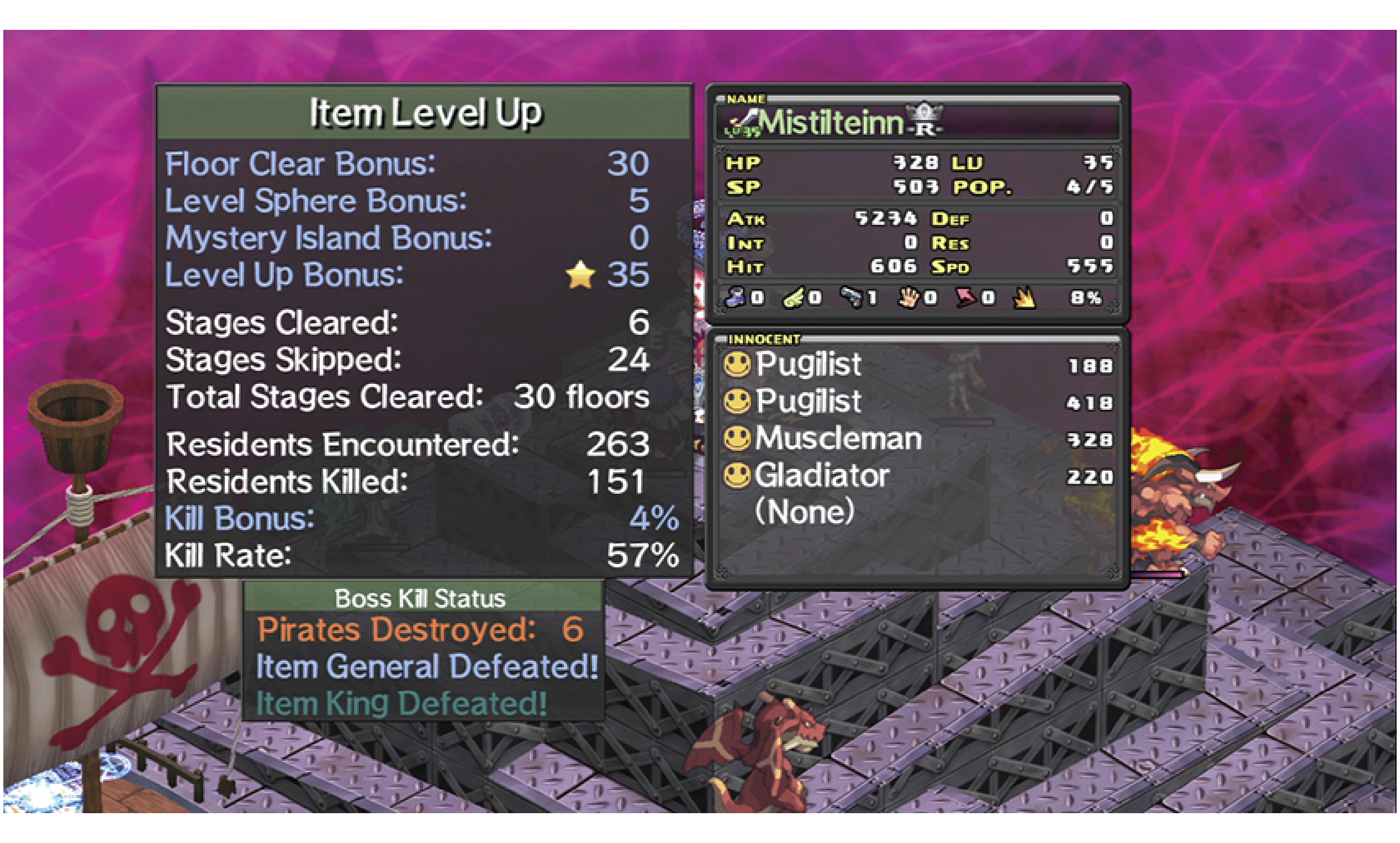
The Item World represents an endurance test for your characters, since you can't go back to heal up at the Netherworld Hospital after each map. It's a new kind of challenge that focuses on longevity and efficiency rather than pure firepower, and provides a chance for certain characters to shine. The Onmyo Monk in particular has a number of Special Skills that are specifically designed for the Item World and don't work anywhere else.



That is a really bad guy called an Item General. He's like a boss of the Item World, meow.

Every 10th floor in an Item World dungeon contains a boss fight. These Item Generals and Item Kings are randomly generated enemies like everything else you run into in the Item World, but they're higher-level and higher-rank than the enemies you've fought up to that point. They also start the stage standing directly on top of the Mystery Anchor, so even if you intend to avoid fighting entirely, you'll have to deal with the Item Generals somehow.

Leveling Up Items



Item Level Up

Floor Clear Bonus:	30
Level Sphere Bonus:	5
Mystery Island Bonus:	0
Level Up Bonus:	35
Stages Cleared:	6
Stages Skipped:	24
Total Stages Cleared:	30 floors
Residents Encountered:	263
Residents Killed:	151
Kill Bonus:	4%
Kill Rate:	57%

Boss Kill Status
Pirates Destroyed: 6
Item General Defeated!
Item King Defeated!

NAME Mistilteinn

HP	328	LV	35
SP	503	POP.	4/5
ATK	5234	DEF	0
INT	0	RES	0
HIT	606	SPD	555

INNOCENT
Pugilist 188
Pugilist 418
Muscleman 328
Gladiator 220
(None)

The primary reason to use the Item World as you progress through each Episode is to improve your equipment. As you make progress through the Item World, every floor you successfully clear, however you end up clearing it, also adds one level to the item you used to create the Item World. The normal level cap on an item is 300, but this goes up to 999 with a certain cheat that's available very late in the game.

In turn, every level added to an item adds a bonus to the stats it provides to its user. This bonus varies widely and is based on multiple factors, including the item's quality, base stats, and Innocent population (see below), but you can generally count on one level adding 10% to 20% to every stat that an item provides. Leveling an item never adds qualities to it; for example, if a given Belt only boosts its wielder's ATK, it will continue to only boost ATK whether it's level 0 or level 300.

As you're playing through each Episode, it's worth taking time out to explore the Item World inside your best weapons and armor to maximize their potential. It doesn't take a lot of time to go through an Item World's first ten floors, and the result is a piece of equipment that's anywhere from 100% to 200% better than it was when you found it. That, plus the extra EXP, HL, and Mana you earn along the way, makes the Item World a useful and arguably necessary stop at regular intervals while you're playing through D2's main stages.

Innocent Island

Hell Saber World
10/ 30 Floor
Boat 30 floor up to

When you first enter the Item World, you end up on Innocent Island. This is a safe zone where no enemies appear, and you'll automatically find your way back here after every tenth floor. Minato follows you onto Innocent Island when an Item World is first created, and you can speak to her to receive a free Mr. Gency Exit if you don't already have one in your inventory.

Other denizens of Innocent Island include Popo, a Slumber Cat, who will take you farther into the Item World or back to the Castle if you ask; Rena, who runs the Ship Shop (see below); and Soukichi, the proprietor of the Item World branch of the Netherworld Hospital.

When you return to Innocent Island, which happens automatically after you've reached and cleared every 10th floor, Minato and Rena have left. In their place, you'll find an Archer who runs the Rosen Queen Trading Company's outlet store for the Item World. Any Innocents that you've found and subdued on your way through the Item World also take up residence on Innocent Island. You can talk to them if you like, but they don't have much to say.

Boats

Welcome to the Ship Shop♪

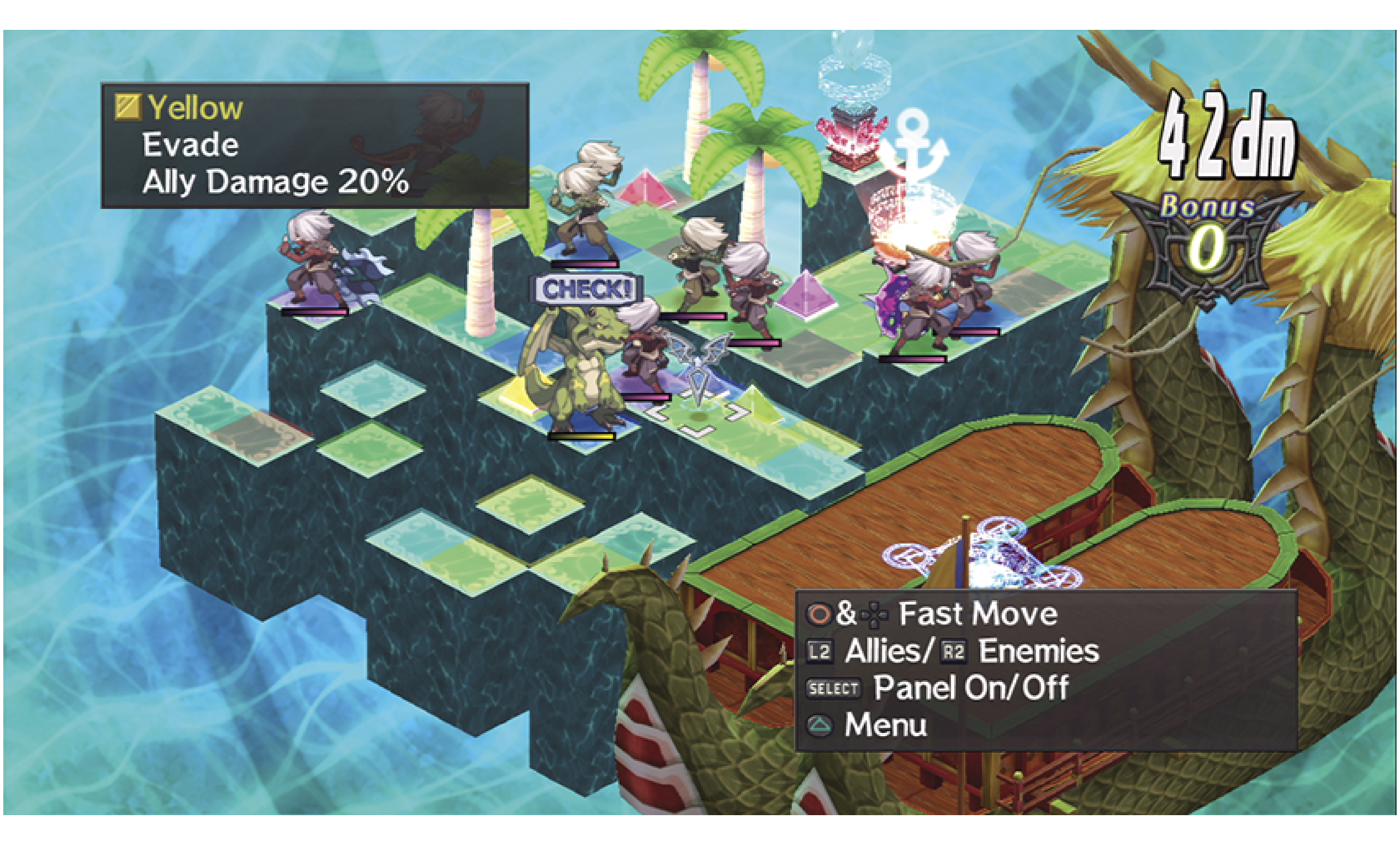
The Item World is, in many ways, an infinite ocean, and every stage on it is an island. To explore an ocean, you need something that floats.

When you first enter the Item World, you can talk to Rena the Sorcerer at the Ship Shop to get a Boat. This is a no-frills rowboat that can go as deep as 30 floors into the Item World. You also get a Sail Boat after your first trip through the Item World in Episode 3, and that will take you down as far as the 60th floor. To get any farther, you'll need to find a replacement.

Your current boat appears on every stage in the Item World and is generally where your base panel is located. The only way to get a new boat is to meet and encounter one of the roving gangs of Pirates that can randomly appear in the Item World.

A typical group of Pirates is a small, set group of enemy units that usually have the edge on both levels and equipment over local enemies, and which will immediately rush your position on the first enemy turn. They start on the other side of the map, as far from your base panel as it's possible to get, so it's generally trivial to avoid them entirely by getting the Mystery Anchor. That said, if you take them on, you can steal their Boat and, if it's better than yours, use it to get farther into the Item World than your Sail Boat can take you. Some of the Pirates' Boats are huge improvements, such as the Space Ship or Catamaran; others are actually downgrades, like the Plastic Bottle. Don't assume that your newest Boat is always going to be better.

Innocents



Yellow
Evade
Ally Damage 20%

You've probably noticed before now that the items that you acquire in a battle often have small stat differences from the items you buy at Rosen Queen, even if they're technically the same item. This is due to the presence of Innocents, which are helpful demons that live in the Item World. An Innocent's presence in an item confers bonuses to the item's user, such as extra stats, bonus EXP, or resistance to status ailments.

When you first acquire an item, the Innocents within it are running wild. If you use the item to make an Item World, you can find its Innocents on random floors, where they appear as neutral units. They won't attack you, but any enemies that appear on the same floor will be just as hostile to the Innocent as they are to you. It's then a race to see if you can reach and take down the Innocent before your enemies can.

If an enemy manages to kill the Innocent before you can, the Innocent isn't destroyed. Instead, it's reshuffled back into the Item World and may appear again on one of the subsequent floors. The same applies to any Innocents that are still alive when you clear a stage.

Subdued Innocent!

ATTACK ENTRY
TOTAL DAMAGE 208

After you've defeated an Innocent, it's considered subdued, and the benefit it provides to items that it inhabits doubles. Once you're back at Laharl's Castle, you can use the Innocent Management option on the Item World menu to transfer subdued Innocents between items, or store them in the Innocent Warehouse so you can get rid of the item they came in.

Bonus Islands

You! Courageous and reckless young adventurer! Try to take this treasure from me!

When you're moving between floors in the Item World, you may encounter a Bonus Island. This is a random event, as is which Island you find. You may encounter merchants that sell rare items, another branch office of the Netherworld Hospital, stockpiles of treasure, or hostile monsters.

Bonus Islands are usually positive things, or at least potentially positive, but there are hidden dangers. Some of the monsters or merchants you run into may attack you without warning, and are often much more powerful than the regular inhabitants of that Item World. Be on your guard.

When you're done on a Bonus Island, talk to Popo to leave and move on to the next stage of the Item World.

Laharl's Castle

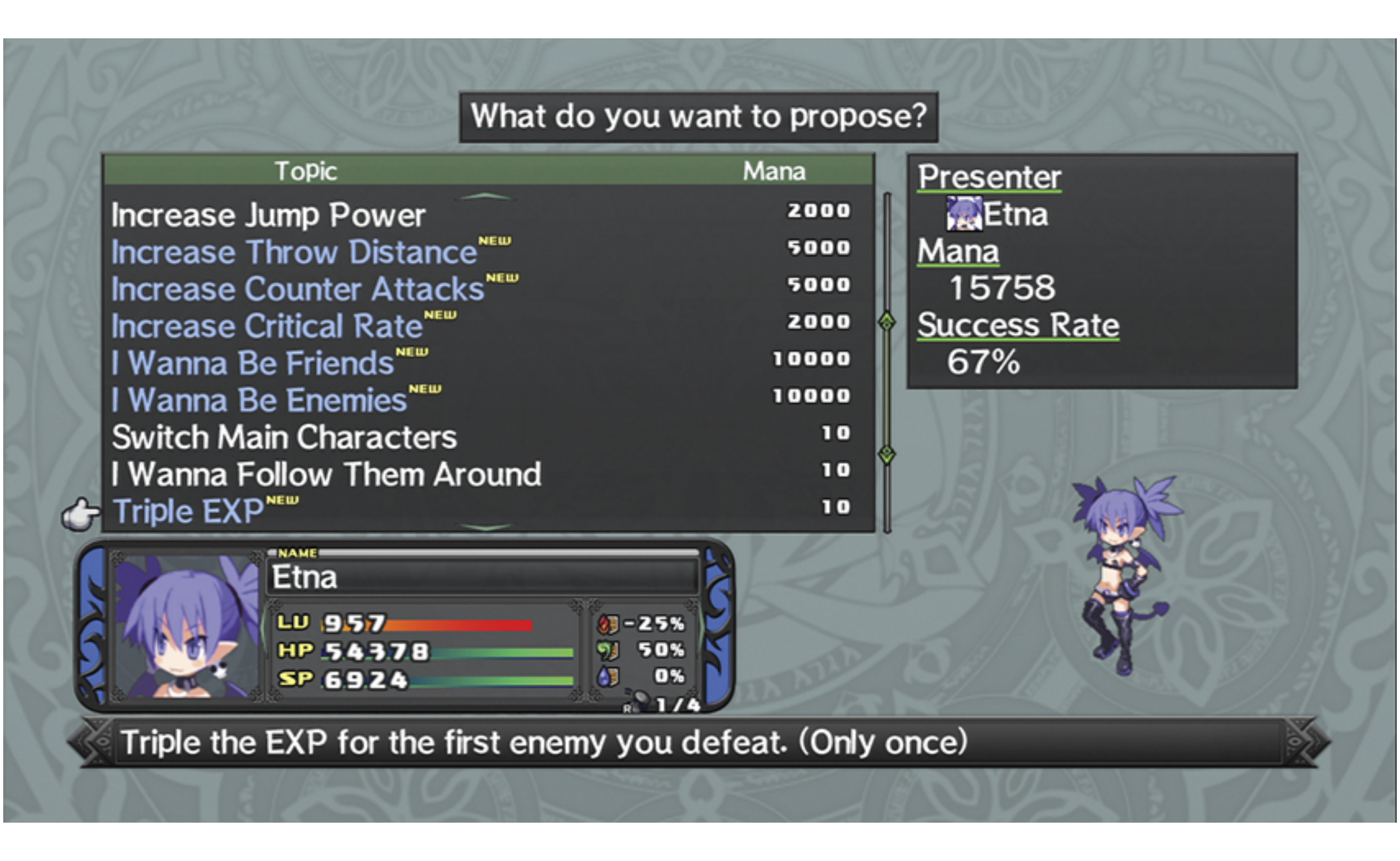
The Dark Assembly

Visit Hades!
AYE
NAY

Politics in the Netherworld is a full-contact sport. As the Overlord of the Netherworld, you have the ability to resolve gridlock and partisan bickering by any means necessary, up to and usually including violence.

Laharl often requires assistance from the Netherworld's Senate for certain travel plans or personnel issues, and the Senate, for their part, usually can't be bothered. It's then up to you to bribe, beg, or beat the demons of the Dark Assembly until they do exactly what you want them to do.

Bills and Other Options



What do you want to propose?

Topic	Mana
Increase Jump Power	2000
Increase Throw Distance NEW	5000
Increase Counter Attacks NEW	5000
Increase Critical Rate NEW	2000
I Wanna Be Friends NEW	10000
I Wanna Be Enemies NEW	10000
Switch Main Characters	10
I Wanna Follow Them Around	10
Triple EXP NEW	10

Presenter: Etna
Mana: 15758
Success Rate: 67%

NAME: Etna
LV 957
HP 54378
SP 6924

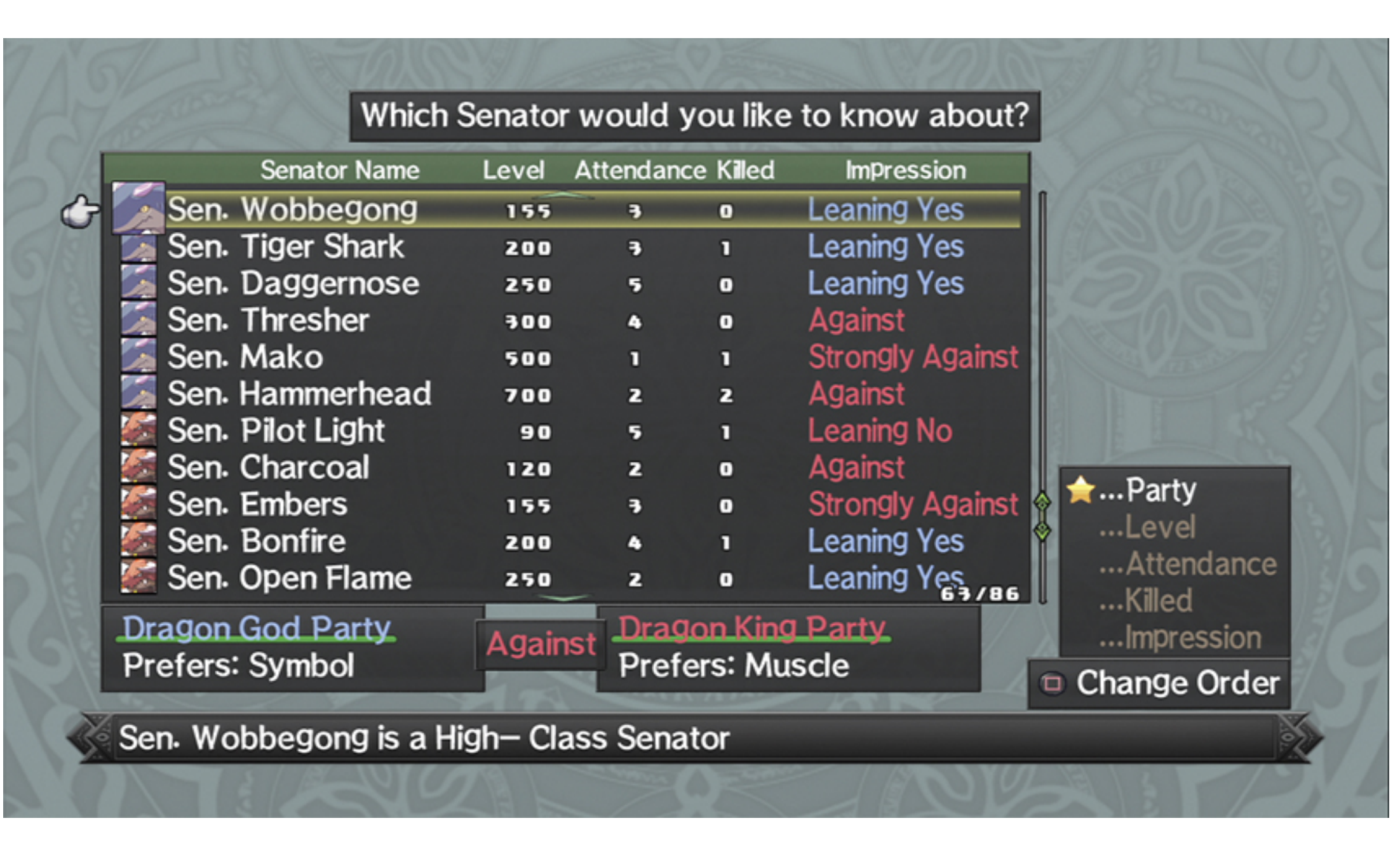
Triple the EXP for the first enemy you defeat. (Only once)

The Dark Assembly reopens for business in Episode 1 once you've cleared the third stage. To call it to order, talk to Pleinair, who is standing in the Netherworld Hospital's infirmary.

The Assembly's menu covers a lot of issues that deal with character creation, optimization, and customization. Most of these require you to spend at least a small amount of Mana before they'll go through, and surprisingly few actually require a full meeting of the Senate.

Before you select an option in the Dark Assembly, you must first pick a character to make the proposal. This character is the one who'll spend the Mana on whatever you choose to do. Depending on the specific character making the proposal, this may make new bills available. It may seem obvious, but this is Disgaea, so I'll say it anyway: dead characters cannot propose bills in the Dark Assembly.

Representatives List



Which Senator would you like to know about?

Senator Name	Level	Attendance	Killed	Impression
Sen. Wobbegong	155	3	0	Leaning Yes
Sen. Tiger Shark	200	3	1	Leaning Yes
Sen. Daggernose	250	5	0	Leaning Yes
Sen. Thresher	300	4	0	Against
Sen. Mako	500	1	1	Strongly Against
Sen. Hammerhead	700	2	2	Against
Sen. Pilot Light	90	5	1	Leaning No
Sen. Charcoal	120	2	0	Against
Sen. Embers	155	3	0	Strongly Against
Sen. Bonfire	200	4	1	Leaning Yes
Sen. Open Flame	250	2	0	Leaning Yes

63/86

Dragon God Party
Prefers: Symbol
Against
Dragon King Party
Prefers: Muscle

…Party
…Level
…Attendance
…Killed
…Impression
Change Order

Sen. Wobbegong is a High– Class Senator

This option allows you to scout out the Senators that you've encountered before so that you get an idea of what they're thinking and can prepare to deal with them. It's a pretty good indication of how dysfunctional the Dark Assembly really is that you can tell what their stance on a given bill is going to be before you propose it.

The number of times that you happen to have killed a Senator does not influence their vote to any serious extent, as whether they're for or against an upcoming proposal or show up for the vote on it appears to be randomized. That said, so many of them have a serious, preexisting attitude problem that it's difficult to tell whether or not your actions have had any effect at all.

Create New Character

This allows you to spend Mana to roll up a new character for your roster. You don't need to get the Senate involved with a new character's creation unless you want to spend the extra Mana so that your newbie can have a Distinguished or Genius Capability. If that bill passes, character creation continues as usual; if it fails, you're booted back to the main Assembly menu.

Delete a Character

You can use this option to delete a character entirely, removing him or her and all the character's equipment from the game permanently. You cannot delete unique characters.

Change Name

Select this option to change a generic character's name.

Change Colors

This option in the Dark Assembly lets you flip between a character's default colors, his or her three extra color schemes, and in the case of generic characters, the six extra colors that are unlocked with their job's higher ranks. You can only choose a color scheme for the character that's actively making the proposal.

Change Personality

Every generic character has three sets of voice clips that are determined by his or her choice of Evility. This option lets you mix things up by picking a new voice set, followed by choosing one of a generic character's three possible Evilities. You can mix and match voices with Evilities as you see fit.

Reincarnation

Strangely, Reincarnation doesn't involve the Senate at any point, even if you go for a Distinguished or Genius Capability.

More Expensive Stuff

This bill can be proposed once per Episode for 30 Mana. If it's successful, it improves the Product Rank of the Rosen Queen Trading Company by 1, which makes higher-quality weapons and armor available for sale. Once the Product Rank hits 10, this bill is no longer available for proposal.

Increase Movement Range

Increase Jump Power

Increase Throw Distance

Increase Counter Attacks

Increase Critical Rate

These bills are all technically available from the start of the game, but you won't be able to see that they exist unless you somehow come up with the Mana to pay for them. If any of these bills pass the Senate, the character making the proposal receives a permanent boost to that stat which will even survive Reincarnation.

The bills to improve Movement Range, Counter Attacks, and Throw Distance all cost 5,000 Mana the first time you pass them, and 50,000 the second time; each time they're passed, they provide a +1 bonus to that particular stat. The Jump Power and Critical Rate bills provide a +5 bonus to their respective stats, and each time you manage to get one through, the next one costs another 2,000 Mana. Thus, the second costs 4,000 Mana; the third costs 6,000 Mana; the fourth costs 8,000; and finally, the fifth costs 10,000 Mana.

I Wanna Be Friends

I Wanna Be Enemies

These bills only become available in the Post-Game after you clear the Final Episode. For 10,000 Mana a shot, you can pass a bill that increases your character's Likability with any other member of your team by one heart ... or you can go the other way and pay 10,000 Mana to decrease your Likability with another character.

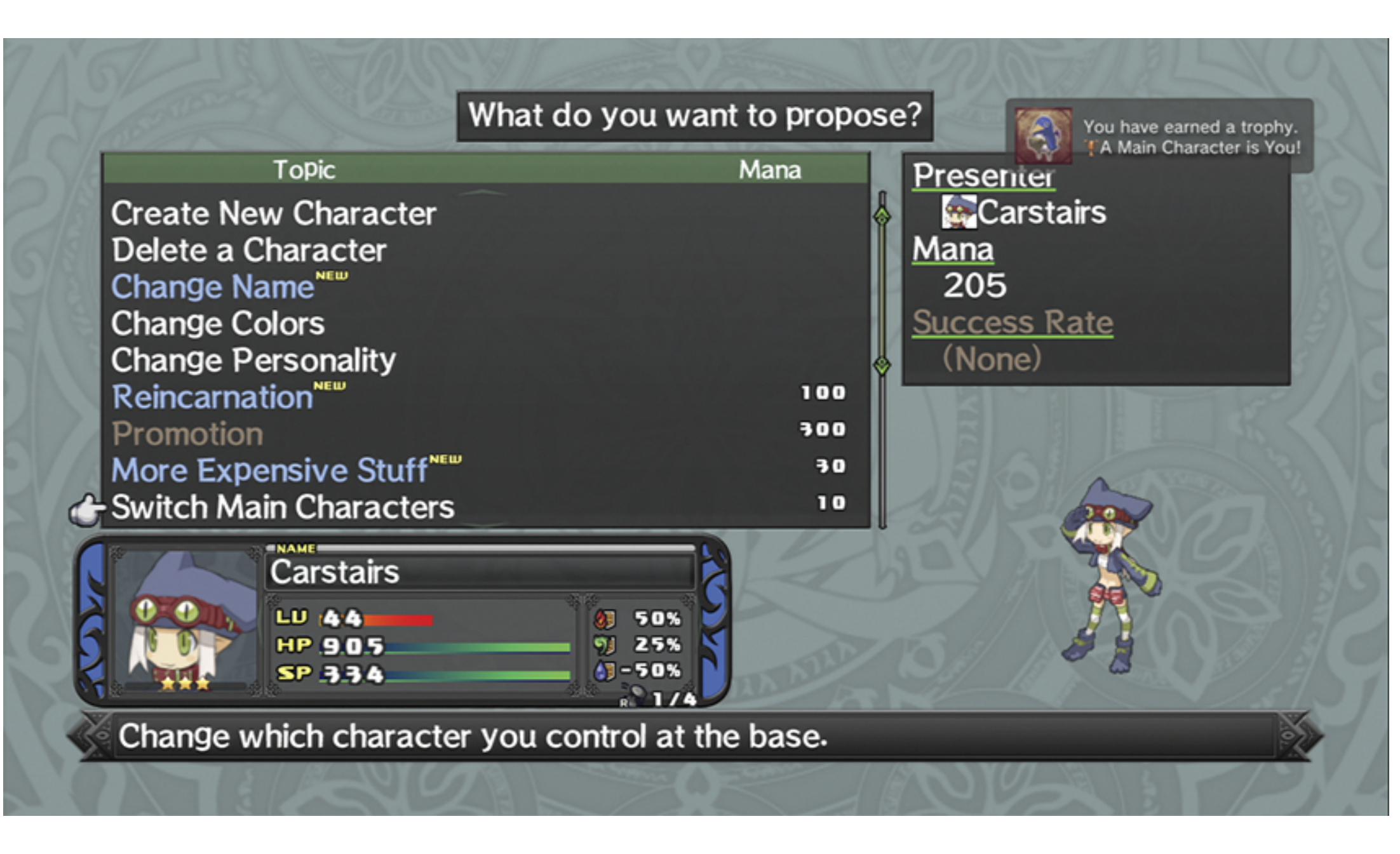
I Want Their Evility

For 100,000 Mana, you can swipe another unit's Evility. This requires that the character in question have a five-heart Likability rating with you, and will actually force them to do without an Evility until their next Reincarnation.

Delete the Evility I Took

For another 100,000 Mana and another bout with the Senate, you can delete an Evility that was taken via the previous bill. Fortunately, this is likely to pass without too much effort on your part; unfortunately, it does not automatically return the Evility to the character you took it from. That character will either need to get a new Evility from somebody else or Reincarnate to get his or her Evility back.

Switch Main Characters



What do you want to propose?

Topic	Mana
Create New Character	
Delete a Character	
Change Name NEW	
Change Colors	
Change Personality	
Reincarnation NEW	100
Promotion	300
More Expensive Stuff NEW	30
Switch Main Characters	10

You have earned a trophy.
A Main Character is You!

Presenter: Carstairs
Mana: 205
Success Rate: (None)

NAME: Carstairs
LV 44
HP 905
SP 334

Change which character you control at the base.

This allows you to pay 10 Mana and change the character that you're running around Laharl's Castle with. On the surface, this appears to be a cosmetic choice, but as mentioned in the Demon Connect section, you can raise Likability with a character by choosing to make them the protagonist for a little while. Your new lead character will get +1 Likability with everyone he or she subsequently speaks to in the Castle. Doing this at least once unlocks A Main Character Is You!, which is a Bronze Trophy.

I Wanna Follow Them Around

You can make this proposal with any character other than the one who's currently your main, as per the previous bill. For 10 Mana, you can volunteer to follow the main character around, just as Flonne and Etna are following Laharl at the start of the game. This is slightly weird, yes, but every time you return to Laharl's Castle after completing a story map, your main character will get +1 Likability with whoever is following him or her around.

Triple EXP

This is an easy bill to get through the Assembly and is available very early in the game. It costs 10 Mana, and if the bill passes, the next enemy that you defeat is worth three times as much EXP as usual. This can come in handy immediately following a Reincarnation, and if you further sweeten the deal by equipping gear with Statistician Innocents and turning up your EXP gain in the Cheat Shop.

Bonus Items, Please

For 10 Mana, you'll start the next stage you enter with the Bonus Meter already set to 3. This is a bit like playing the lottery, since the Bonus rewards are randomly generated, but you can pass this bill in conjunction with Prinny Day (see below) to stack the odds in your favor.

Prinny Day!

If this bill passes, it is officially Prinny Day, and you can only deploy Prinnies on the next map you enter. The Dark Assembly shuts down on Prinny Day, as it is apparently a federal holiday, and does not reopen until such time as you clear a stage. As a side effect of it being Prinny Day, the Bonus rewards on the next stage you enter will all be items, with a greater than usual chance that the items will be of rare or legendary quality. Prinny Day costs 10 Mana.

I Need War Funds/I Need More War Funds

This costs only 10 Mana, but it's one of the hardest bills to get to pass. The Dark Assembly has been shaking you down for gifts and cash since the start of the game, but this bill is your blatant attempt to extort something from them instead. Almost every Senator will begin the vote at "Loathe" position, which is as negative as they can get, and the minimum amount to bribe them with HL is automatically set at a level that will far outweigh whatever cash you could potentially get from the bill's passage. If you want to pass this bill, expect that you'll have to fight whoever shows up in the Senate chamber.

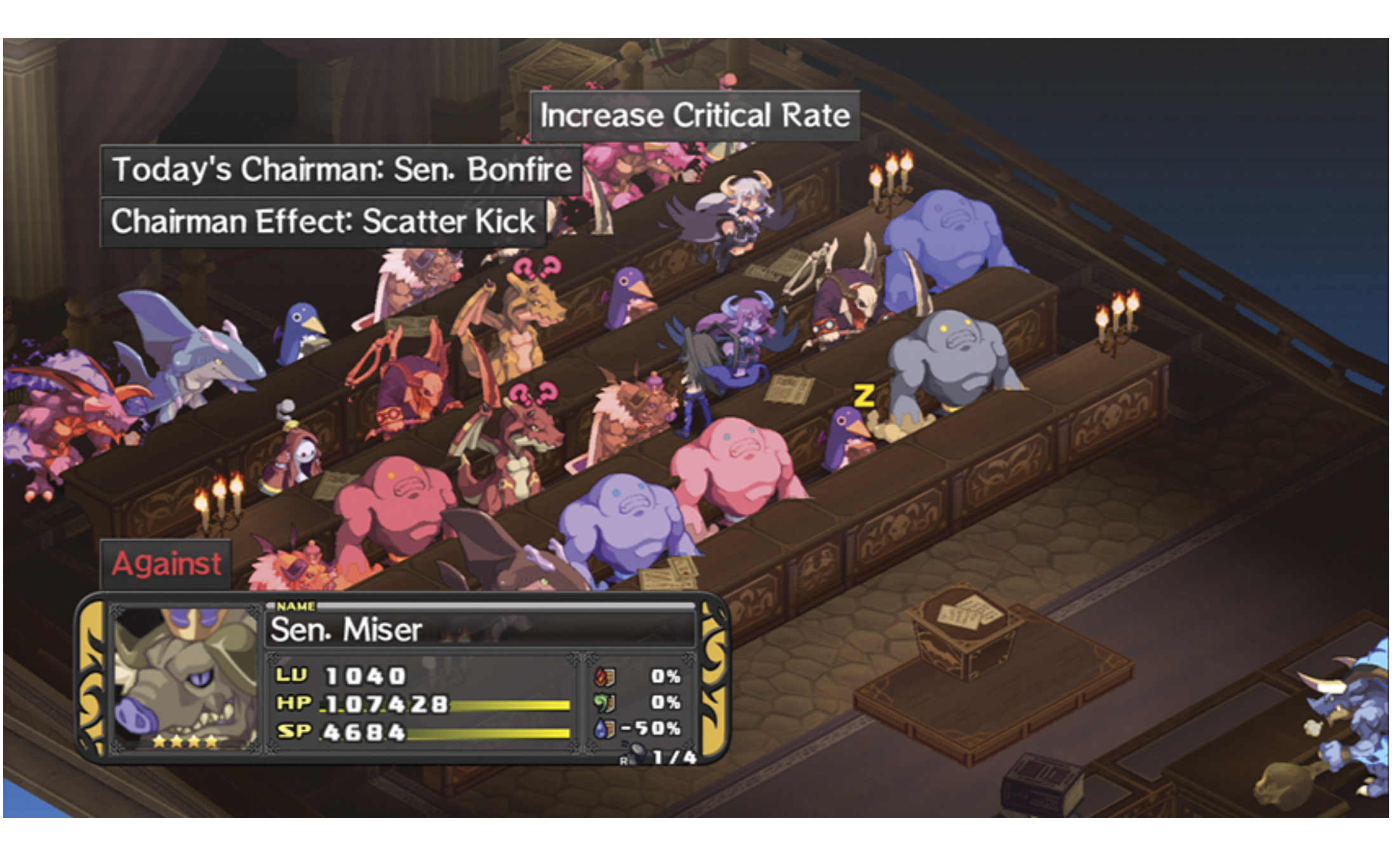
After all that, the amount of cash you get is comparatively small. If you pull this off in Episode 1, expect to get about 30,000 HL for your trouble. This amount goes up in each Episode until, in the Post-Game, you can expect to clear about millions HL in "war funds." This is chump change compared to what you can shake out of monsters in the Item World, and as such, extorting the Senate is only worth doing if you feel like starting a fight with the jerks.

Double Jump

For 100 Mana, you unlock the option to double-jump when you're in Laharl's Castle or in the safe zones within the Item World. To double-jump, push the Circle or R2 buttons while in midair. You'll jump a second time, gaining more height.

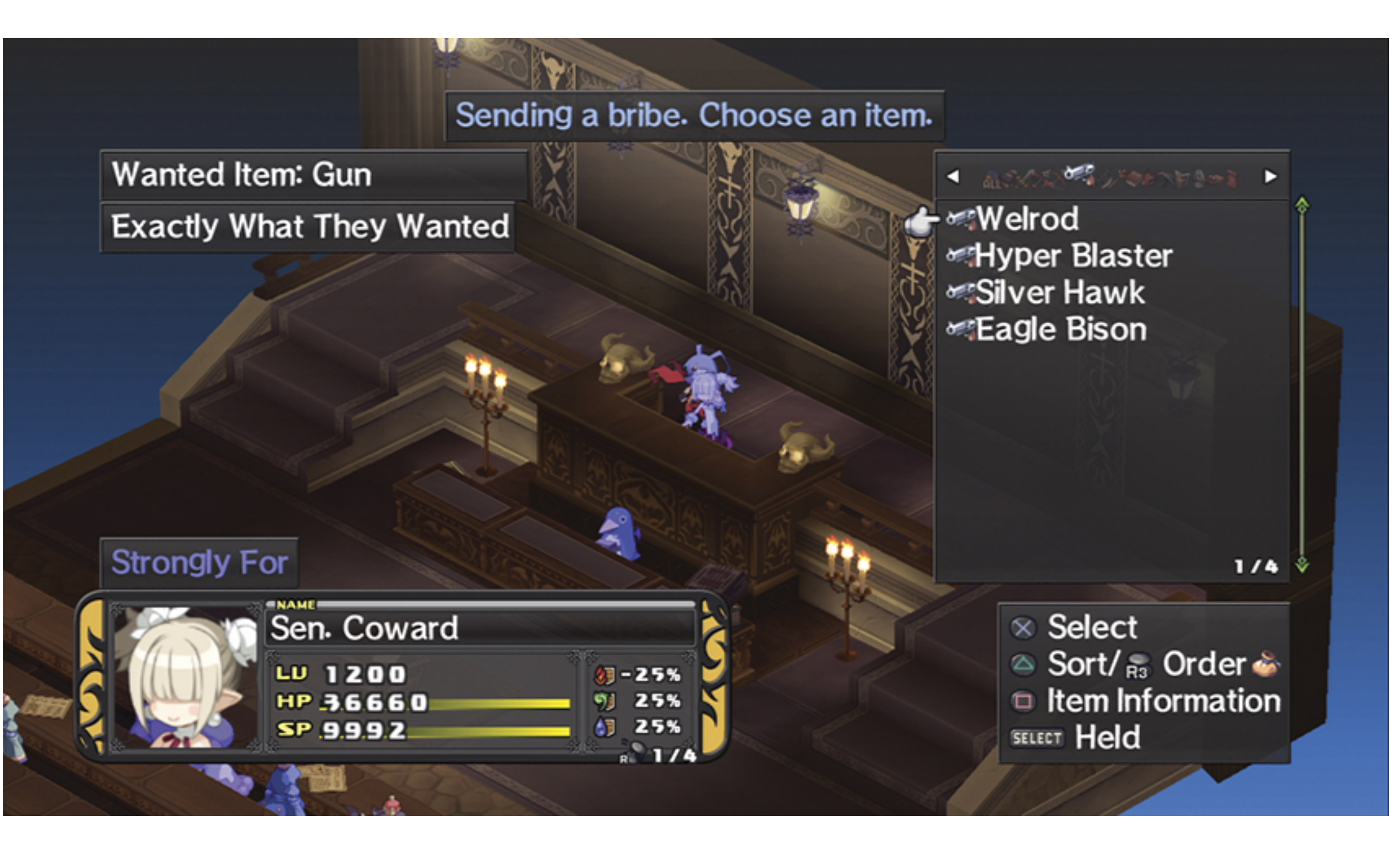
This is necessary to get to a particular treasure chest that appears in the Castle during Episode 10, and to participate in certain activities on Bonus Islands in the Item World.

Calling the Senate to Order



The Dark Assembly is made up of an assortment of demon Senators. A typical meeting includes a random assortment of monsters, such as Ifrits, Prinnies, Golems, and Succubi. There's also a chance that a character from your roster or from Laharl's Castle, such as Coward or Meaver, may sit in as a Senator.

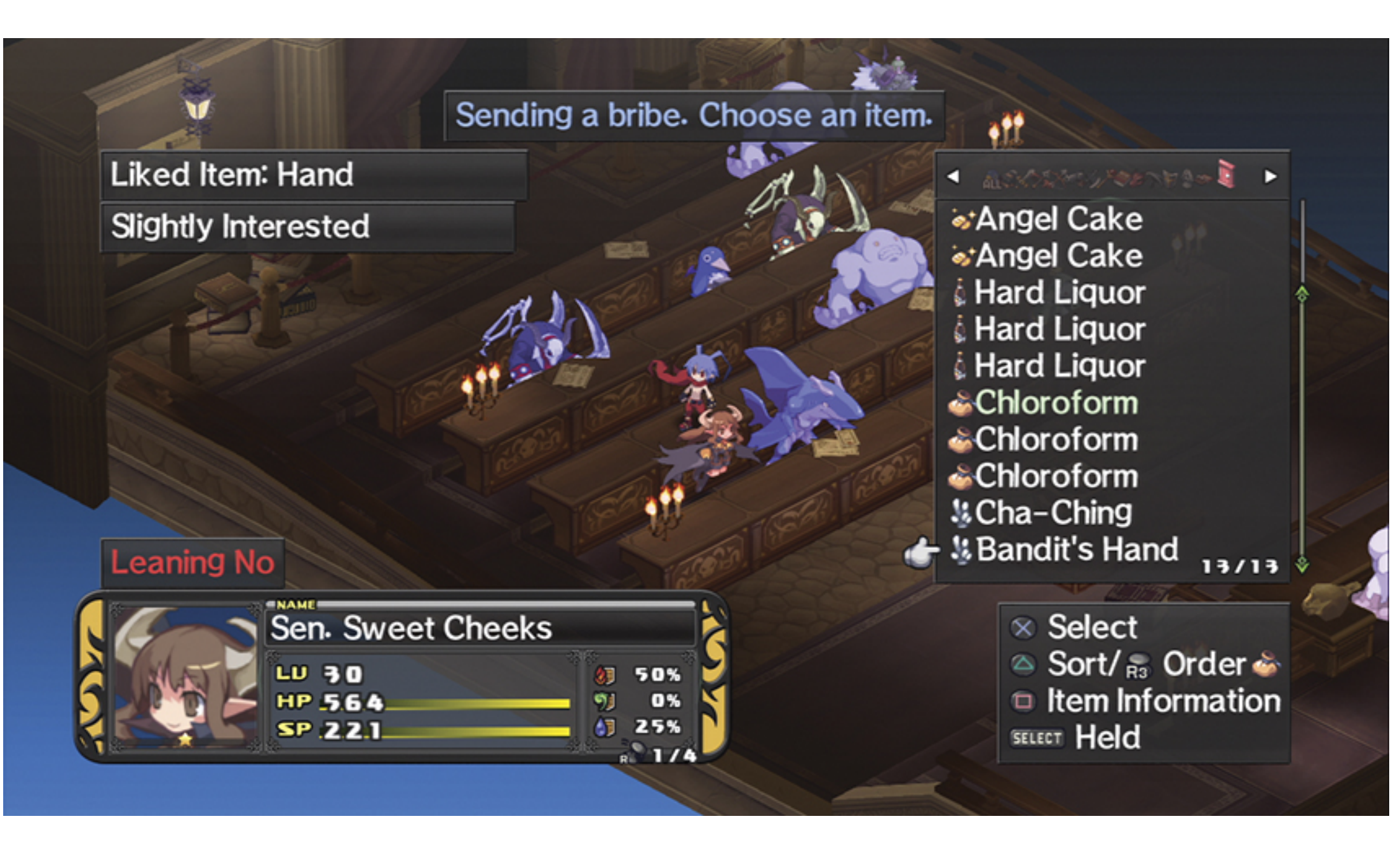
Most of the bills that you propose to the Senate start at half support, if that. Senators who are leaning in your direction are blue, while Senators who are inclined to vote against you show up as red. Senators that aren't tinted in either color are neutral on the subject at hand.



A vote may be presided over by a chairman, who sits at the head of the room. This chairman can be anything from another demon to one of your own characters, and if one happens to be present, they have the ability to influence the rest of the Senate in their favor. Depending on the individual chairman, this influence can be anything from widespread bribery to overt intimidation to throwing explosives into the cheap seats, and if the chairman's on your side at the time, it can swing the vote your way. It's always going to be much less expensive to bribe the chairman than it is to bribe individual Senators.

Bribery

This may shock you, but the Senators' votes can be bought.

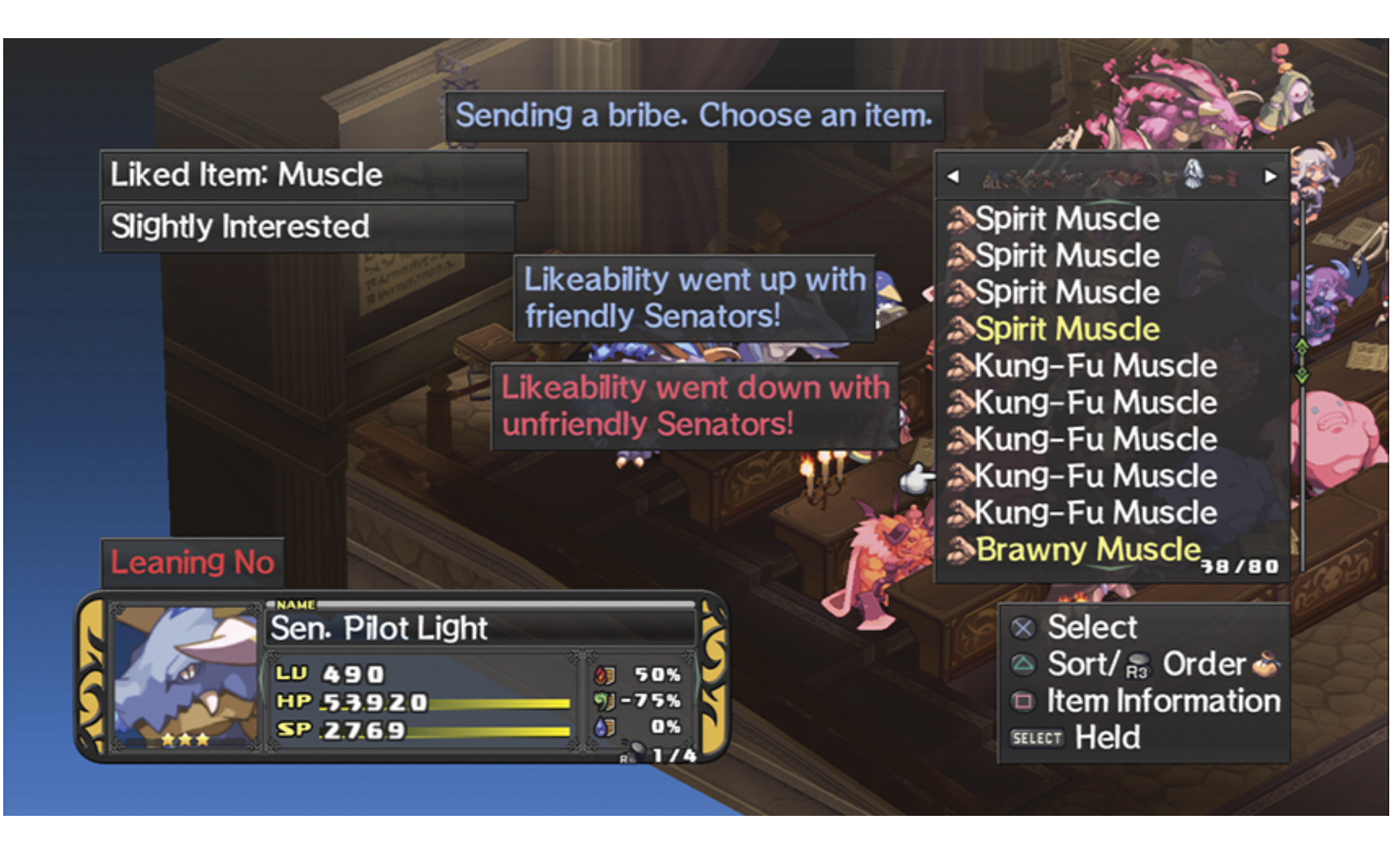


Before you call for a vote, you can walk around the Senate's chambers to deal with them one-on-one. Each Senator typically has a specific item that he or she is interested in, such as Monster Weapons, Hands, food, or pieces of armor. The better the item you give them, the more inclined they are to vote in your favor. Common-quality items barely get their attention; rare or even legendary-quality bribes are much more interesting to them.

Conversely, some items may actually annoy them, and giving them those items as bribes will lower the chance that they'll vote your way. If you're trying to bribe a member of your own crew, a low-quality bribe will even cause the character making the proposal to lose Likability. If they're "not that interested" in an item or worse, giving it to them anyway will lower the chance that they'll vote in your favor.

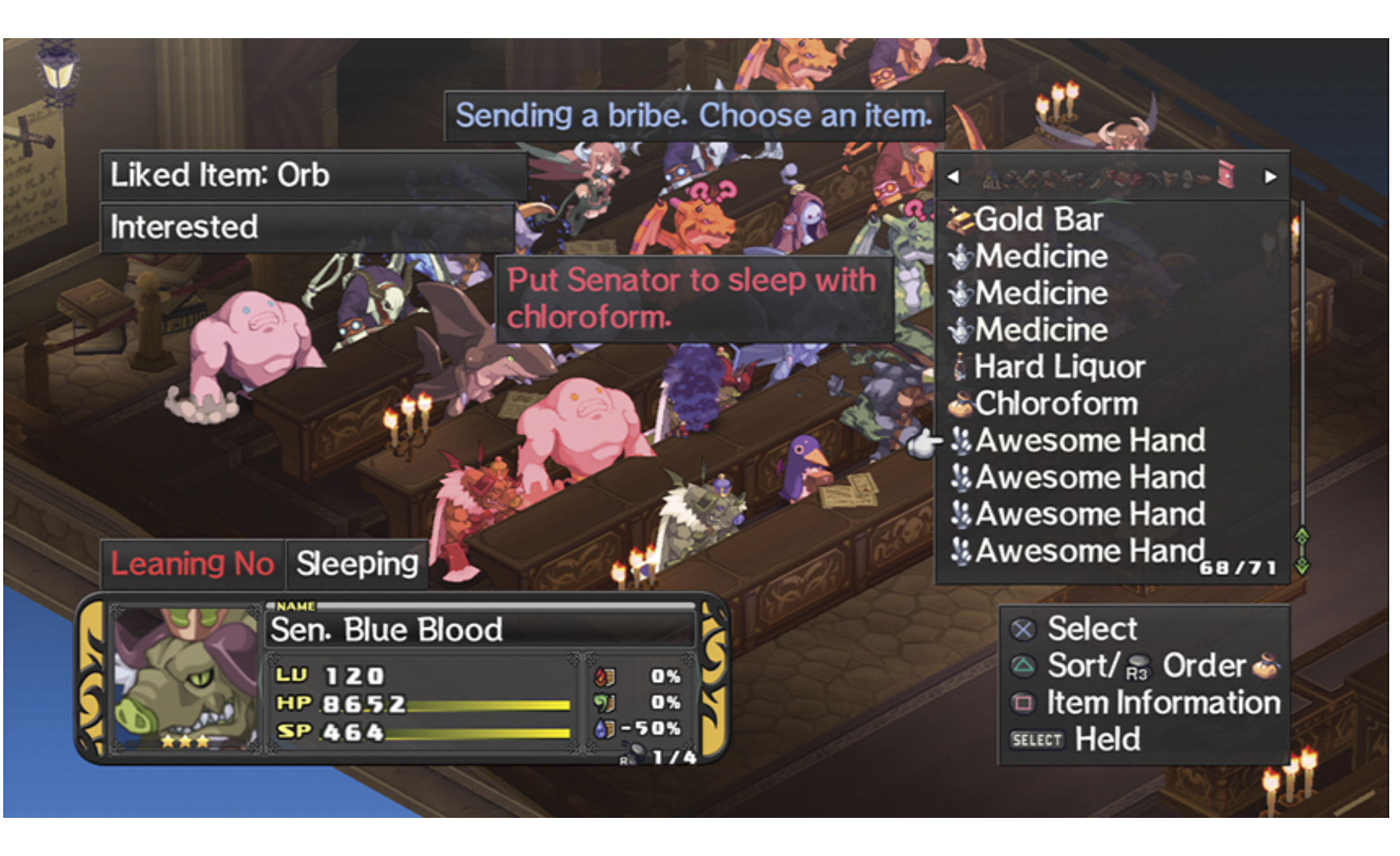
There are also several items you can find that work as universal bribes, which will strongly influence a Senator's vote regardless of his or her specific interests. This includes Angel Food, Gold Bars and Superhero DVDs. These items can be found as rewards from the Bonus meter or can be purchased at the Rosen Queen Trading Company's branch in the Item World, and they aren't good for anything besides being used as Senatorial bribes.

Regardless of a Senator's particular preference as far as bribes go, he or she will usually have at least some interest in items that are of rare or legendary quality. If you happen to have any rare or legendary equipment lying around that your characters have "outgrown" and that you've already explored for useful Innocents, it's often more profitable to use the item as a bribe for a Senator rather than simply selling it to Rosen Queen.



Many Senators are also members of a political party, which usually but isn't necessarily based on their species. (They may be demons, but they don't discriminate.) These parties may have rivals in the Senate that stand in opposition to their policies, which you can find out by looking at the Representatives List. Bribing a Senator thus improves your relationship with other members of his or her party, but it comes at the cost of harming your standing with members of the opposition party.

Senators often show up for a vote drunk or asleep, which is indicated by the ❓ or 💤 icons, respectively, as if they're suffering from the sleep or confusion status ailments. In either event, they'll end up sitting out the next vote.

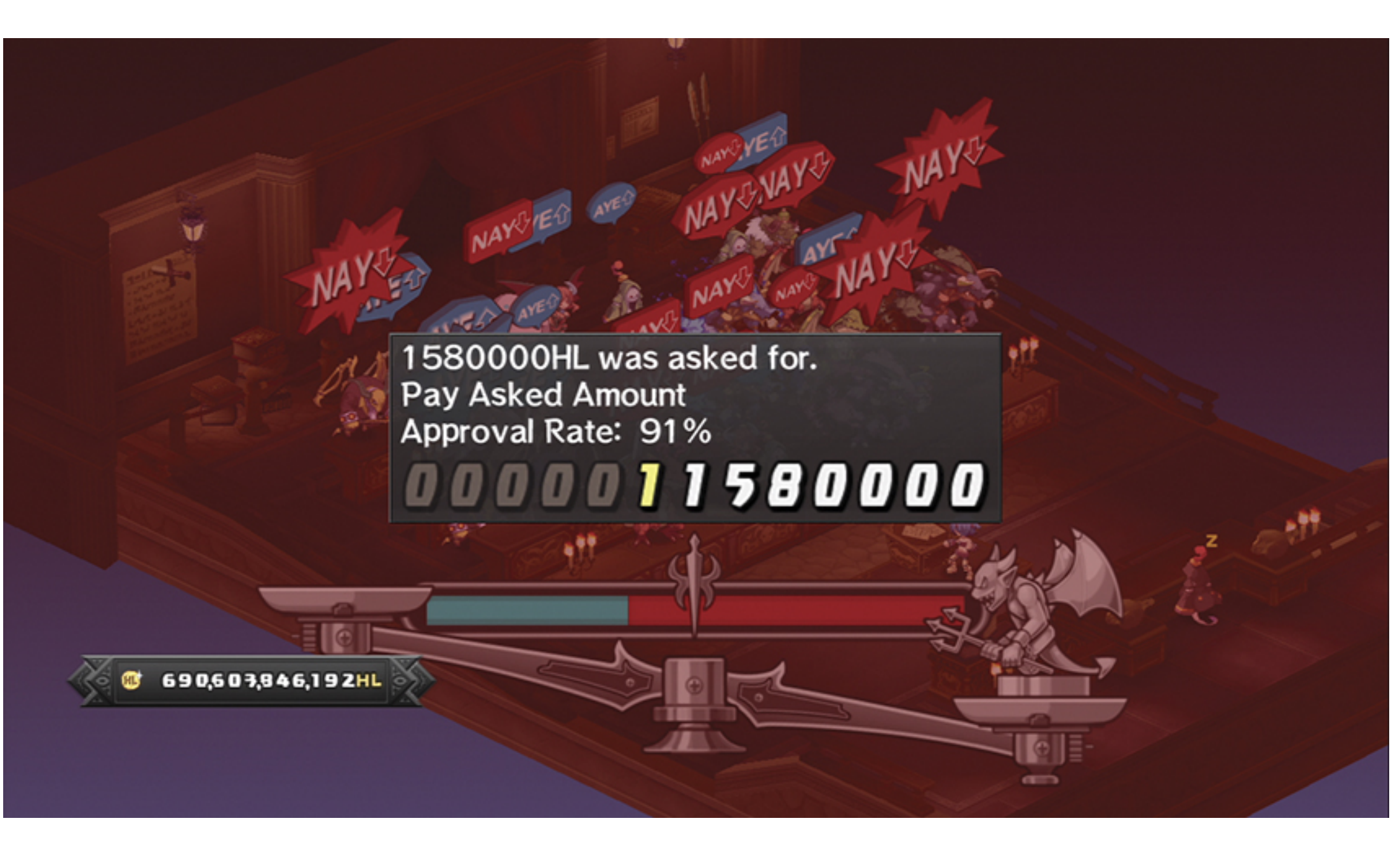


You can wake up a sleeping Senator by throwing a Bomb at him or her, or sober up a drunken Senator with Medicine. If you'd actually prefer that a particularly opinionated Senator sit out the vote, you can give him Hard Liquor to get him drunk or put him to sleep with Chloroform. Bombs, Liquor, Medicine, and Chloroform, like Gold Bars and Superhero DVDs, can be found as random rewards as you play through the game.

Failed Bills

If a bill fails in the Senate and you decide to let it drop, you'll be returned to the Dark Assembly menu. The Mana you spent on the failed bill is used up and you're back at square one, ready to try again.

Before you reach that point, however, you have a couple of options that you can use to force a failed bill to pass. One is to simply Pay Up; selecting that option allows you to drop money on the table until the Senators change their minds about your proposal. An amount is automatically suggested, and you can raise the stakes to increase the percentage chance that the Senators will let your bill through, up to a maximum that's equal to the amount of HL you currently possess.



If your payoff is insufficient, the Senators will take your money, then laugh at you and let the bill fail anyway. It's worth trying, if for no other reason than expanding your Trophy Collection; paying out a total of 100,000,000 HL in bribes to the Senate unlocks the Greasing the Wheels Trophy.

If throwing money around doesn't work, then your last option to push your bill through the Senate is to pick Persuade by Force. This immediately starts a fight. Your base panel appears directly behind the podium on the chamber floor and the character you used to make the proposal is treated as if he or she is already deployed. (If that character gets killed in the ensuing brawl or returns to the base panel before the end of the fight, it has no effect on the bill.)

A brawl with the Dark Assembly is set in the Senate chambers and begins at Bonus Rank 1, regardless of the level of the Senators involved. (You can thus pummel a room full of level 500 Senators and end up getting rewarded with 7 EXP and a Cicada Husk.) Any Senators that voted in your favor during the bill you're trying to force through will appear on the map as neutral monsters, and will not attack or be attacked by the other Senators. The Senators who voted against your bill, on the other hand, immediately come after you. This includes any members of your roster who participated in the vote, who will be treated as if they're enemy units. Naturally, this means they cannot be deployed.

If you can defeat them, the bill you proposed automatically passes. An individual Senator can be anywhere from level 5 to level 1,200, so unless you really luck out, fighting is not going to be your best option until relatively late in the game. Make sure to walk around and double-check the Senators' levels before you try to push a bill through by force, and if possible, use Hard Liquor or Chloroform to keep the highest-level Senators out of the coming battle. If you manage to pick a fight with the Dark Assembly and win, however, you'll unlock the Voter Intimidation Trophy.

Laharl's Castle

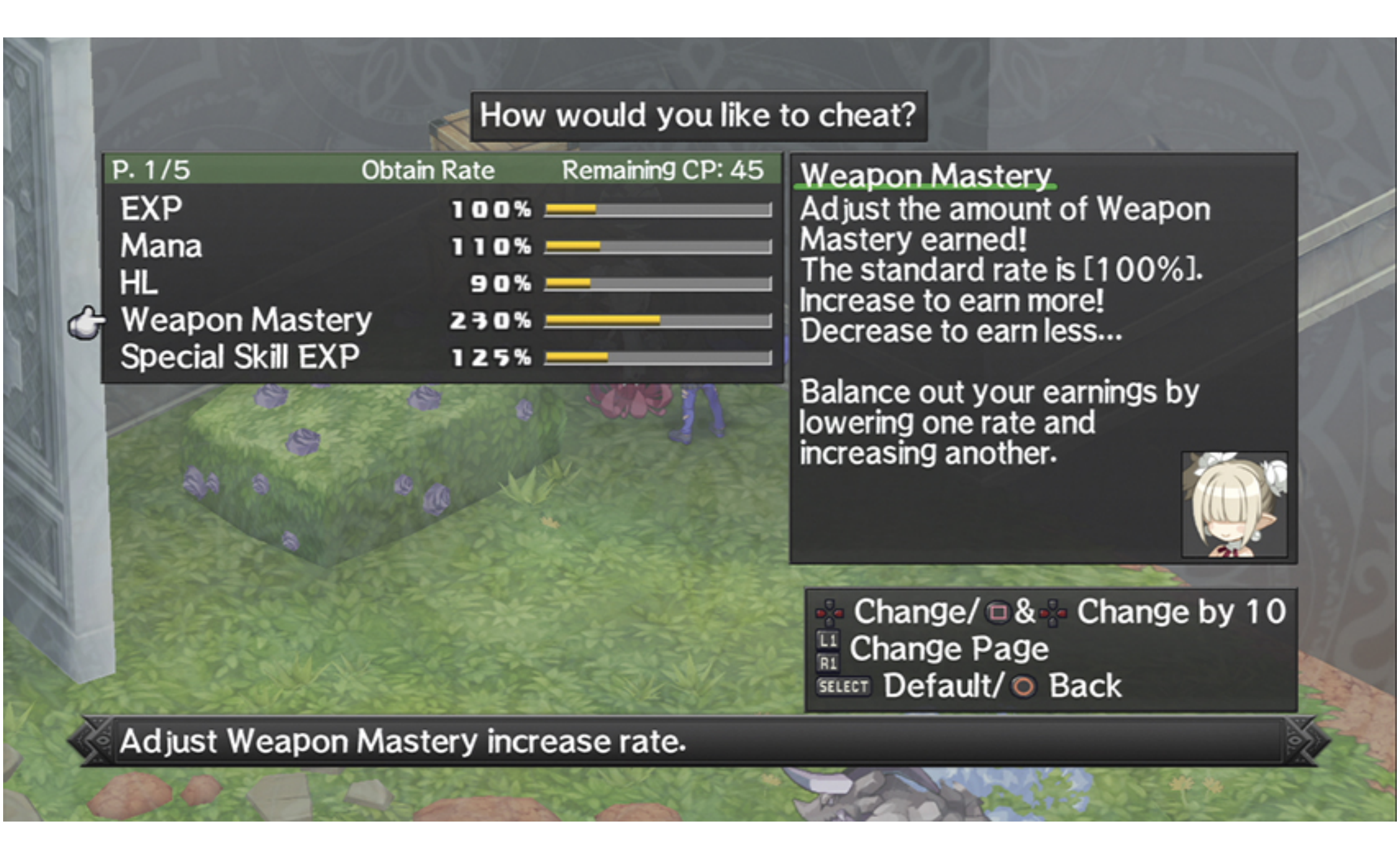
The Cheat Shop

Coward runs the Cheat Shop out of a stack of crates in the Castle's courtyard, next to what used to be Flonne's flower garden. As Coward is happy to tell you, being a demon means both never having to say you're sorry and being very comfortable with breaking rules. Thus, the Cheat Shop lets you adjust many of the game's parameters to your liking for free.

There are five tabs at the Cheat Shop. You can scroll through them with the L1 and R1 buttons and activate them at will. Once a given cheat has been unlocked, it can be used or ignored as you see fit; you do not have to pay Coward to activate or deactivate any of the Cheat Shop's options. One of the ways in which the Cheat Shop is cheating is that it stays in business despite never actually selling any goods or services.

Any cheat that's listed without a set of unlock conditions is available for your use from the start of the game. In fact, before you enter the first stage in Episode 1, Coward is the only businessman at the Castle who's actually doing his job. He may be a cheater, but the man has a work ethic.

Obtain Rate



Weapon Mastery
Adjust the amount of Weapon Mastery earned!
The standard rate is [100%].
Increase to earn more!
Decrease to earn less...

Balance out your earnings by lowering one rate and increasing another.

Adjust Weapon Mastery increase rate.

We've been talking about this for a few chapters now, and we're finally here. The Obtain Rate menu consists of five sliders that allow you to adjust the rate at which your characters earn EXP, Mana, HL, Weapon Mastery experience, and Special Skill experience.

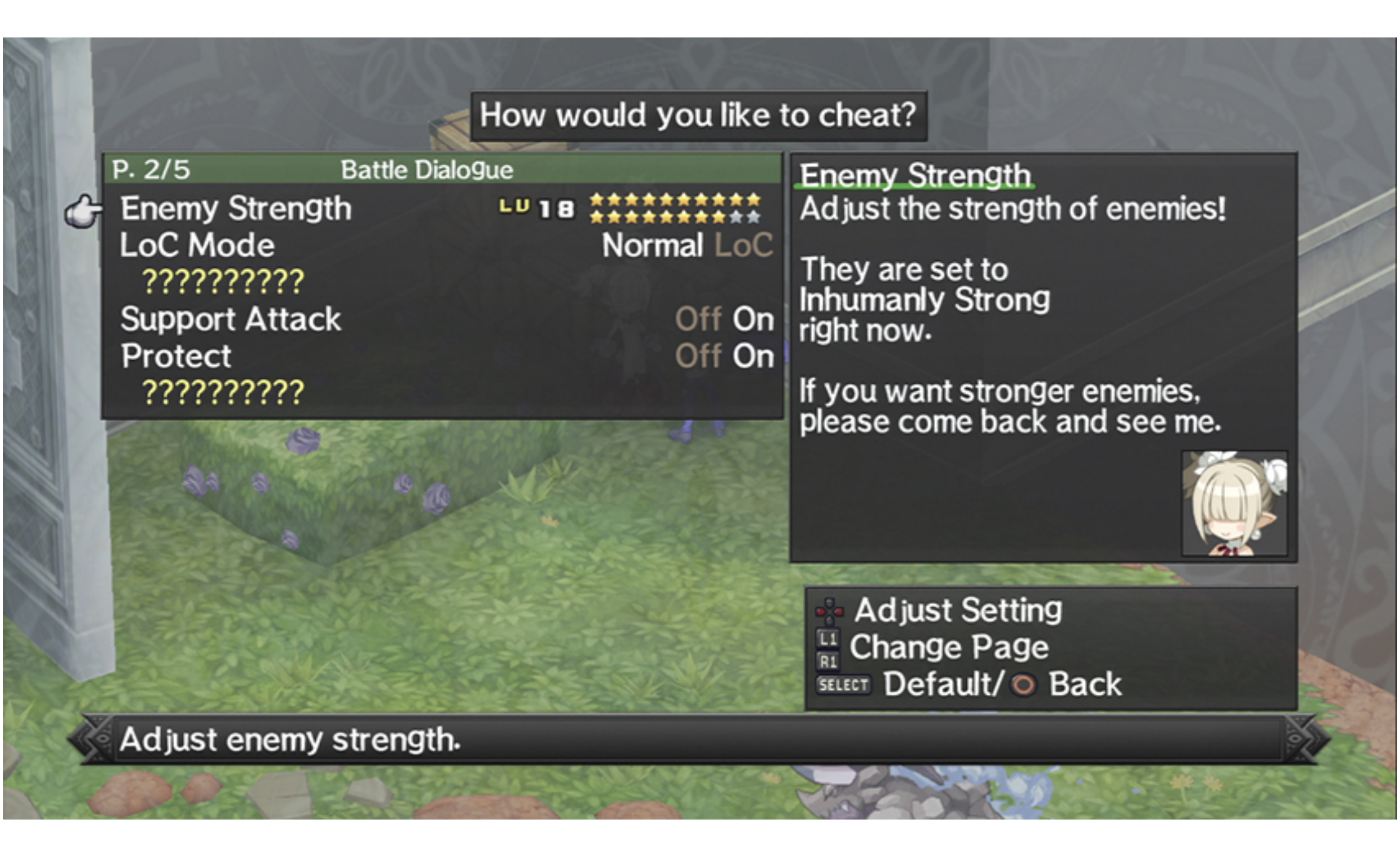
At the start of the game, you can only reduce any one of these options by 10% in order to improve another one by a maximum of 5%. Every time you clear an Episode in the main game, these limits improve slightly. After you beat the Final Episode and reach the Post-Game, you'll be able to set your Obtain Rates to a minimum of 0% and a maximum of 200%.

By clearing stages in the Post-Game, you can earn free "Cheat Points," or CP, which allow you to add points to a slider without taking them from somewhere else. By the end of the Post-Game, you'll have 500 free CP to play with and you'll be able to adjust your Obtain Rate to a maximum of 1,000%.

The best use for the Obtain Rate cheats is situational. When you have a specific goal in mind during the main story, such as gathering Mana or unlocking new Weapon Skills, swing by the Cheat Shop first to give yourself a leg up. Smart use of this feature will save you hours of grinding time.

Of the five sliders on the Obtain Rate menu, HL is the most "expendable." This strictly affects the money earned by defeating enemies in battle and does not affect the money you get from Bonus rewards, treasure chests, or selling equipment to Rosen Queen. You'll definitely feel the pinch over time if you leave your HL to 0% for too long, but of the five options here, it's the easiest to work around.

Enemy Strength



Enemy Strength
Adjust the strength of enemies!

They are set to Inhumanly Strong right now.

If you want stronger enemies, please come back and see me.

Adjust enemy strength.

The options on this tab allow you to customize your enemies' power level, as well as your ability to deal with them.

The first option on the Enemy Strength tab is what it's named for. You can add stars to the Enemy Strength meter to add a stacking multiplier to the level of every enemy unit you encounter. This applies to every stage in the game, including story missions, the Item World, the Senators in the Dark Assembly, and neutral units such as Geo Symbols.

On your first run through the game, you'll probably want to leave this alone. The amount by which each star of Enemy Strength increases an enemy's level is multiplicative, so the higher its level was to start with, the higher its level will be after the Enemy Strength modifier kicks in. It's very easy to accidentally turn what should be an easy stage into an instant deathtrap.

On the positive side, the Enemy Strength cheat means that a grind will never quite go out of style. Once you find a decent stage where you can settle in and earn a few easy levels, such as Ticket Booth in Episode 4, you can adjust the enemies' power level on the fly to ensure that fighting them will remain worthwhile.

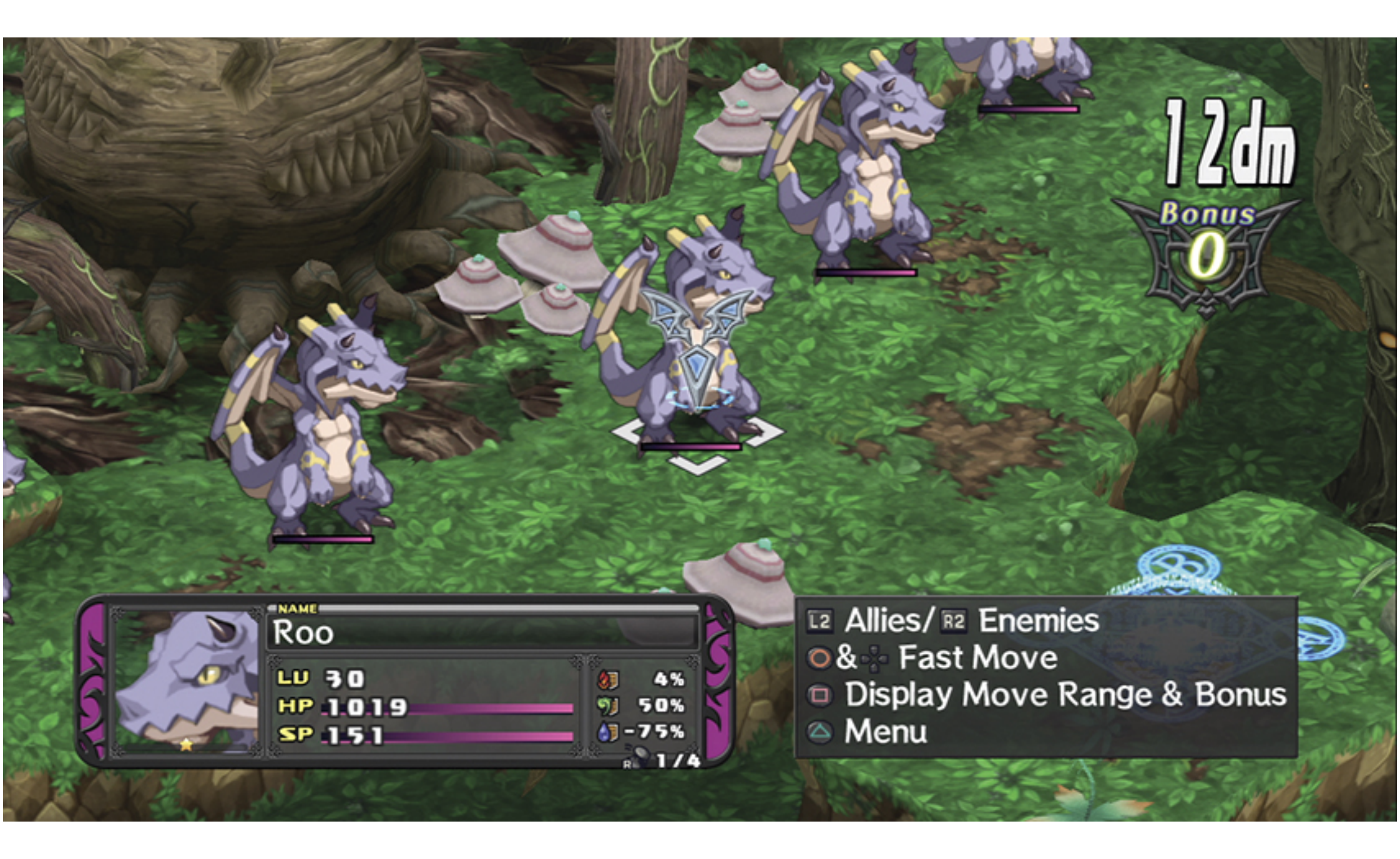
Note that the Enemy Strength cheat only applies new levels to enemy units and does not do anything else. An enemy unit has and will use any new spells or Skills that were made available by their higher level, but their job rank and equipment do not and will not change regardless of their adjusted strength. Enemy Strength also does not affect a stage's Bonus Rank.

Gratuituous Arithmetic ... In SPACE

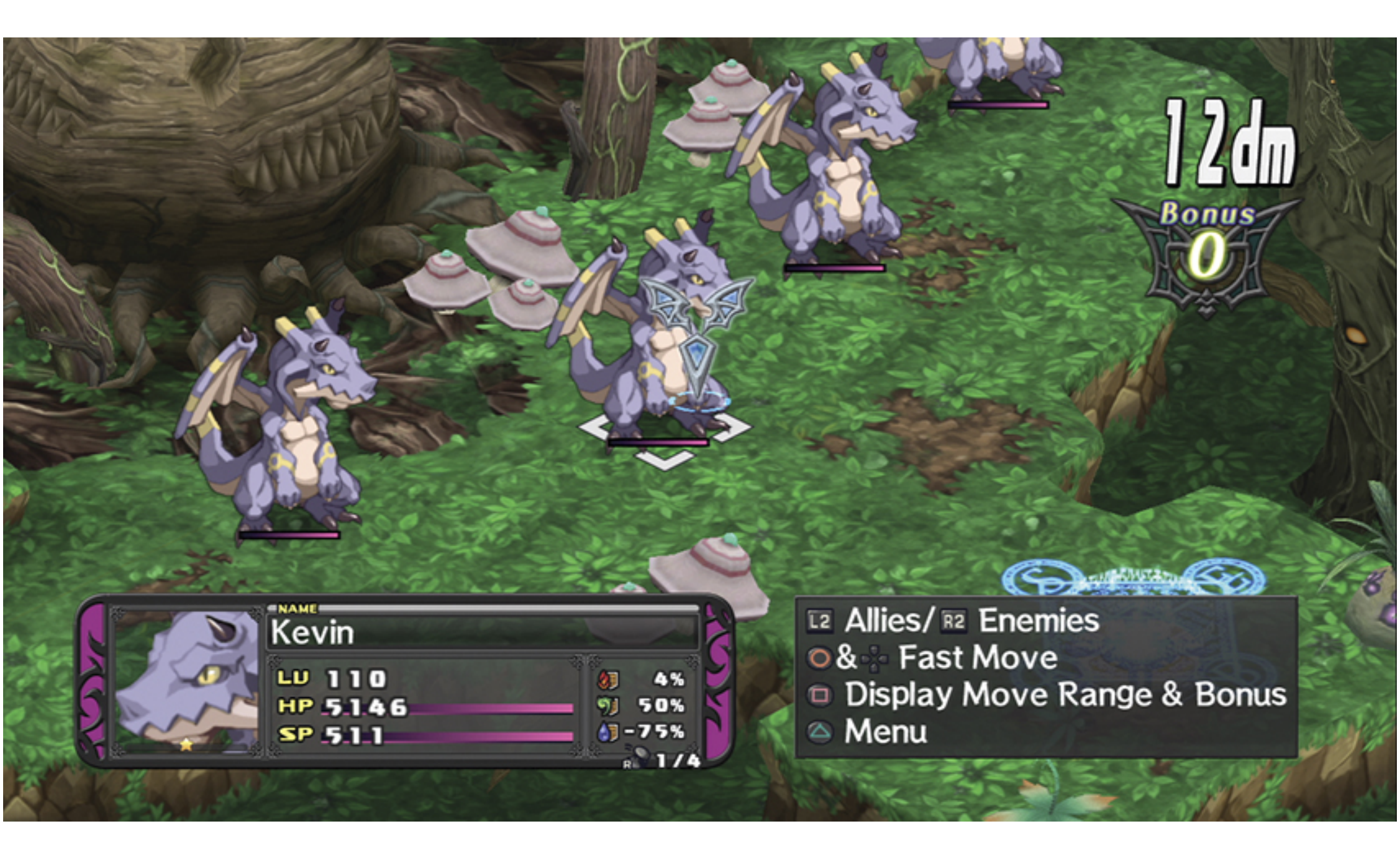
Here's how enemies' levels are determined when you add to them with the Enemy Strength cheat. We'll abbreviate the levels of Enemy Strength in the following equation as "Stars" for simplicity's sake.

Original Enemy Level x (5 + # of Stars)/5 + Stars x 2 = Strengthened Enemy Level

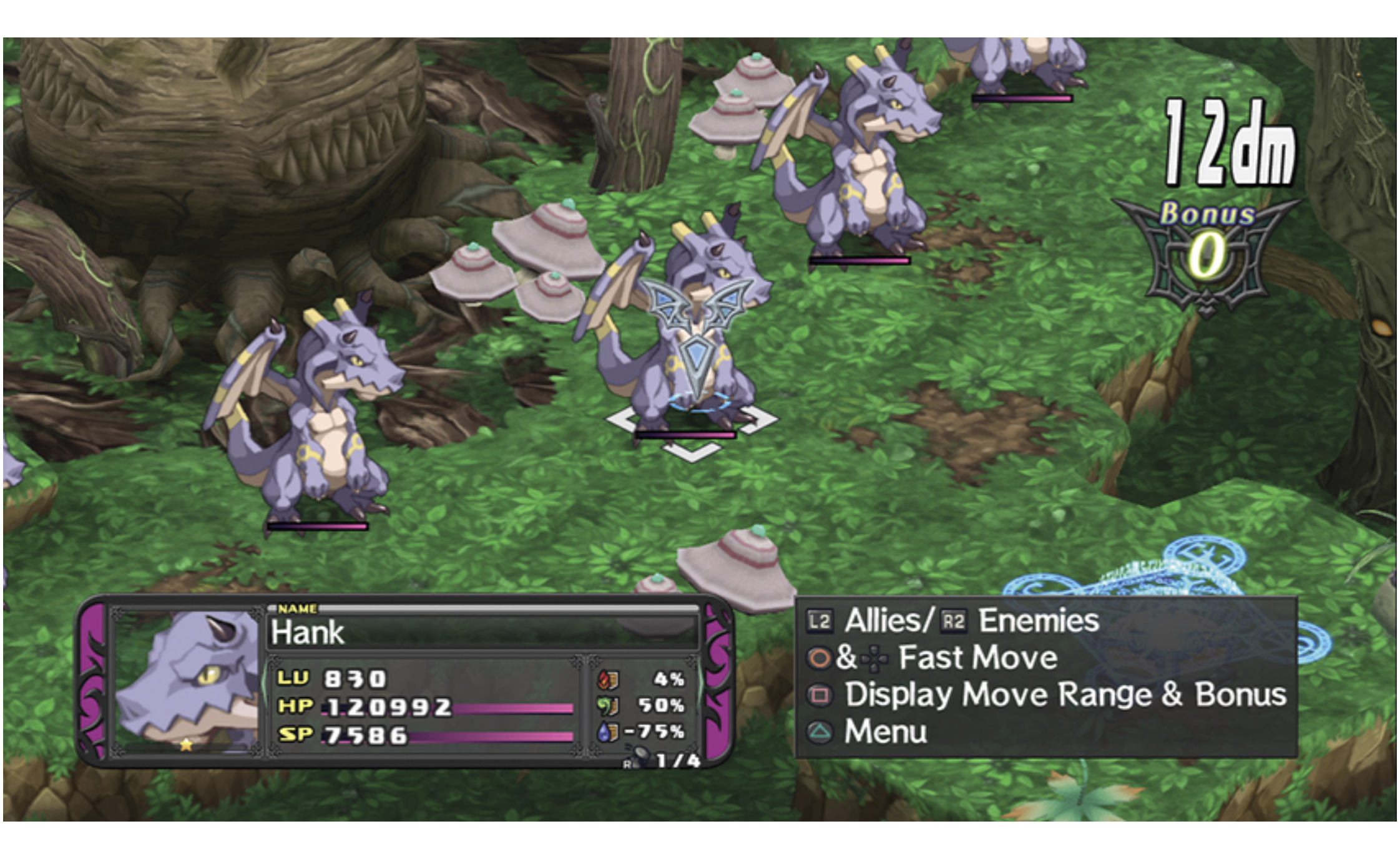
For example, if you apply 10 stars with the Enemy Strength cheat and then visit Death Scream Chorus, where you'd usually encounter level 30 Dragons, you end up with (30 x (5 + 10)/5 + 10 x 2), which equals 110. The Dragons will be level 110 and will use all the new Special Skills that their level now entitles them to.



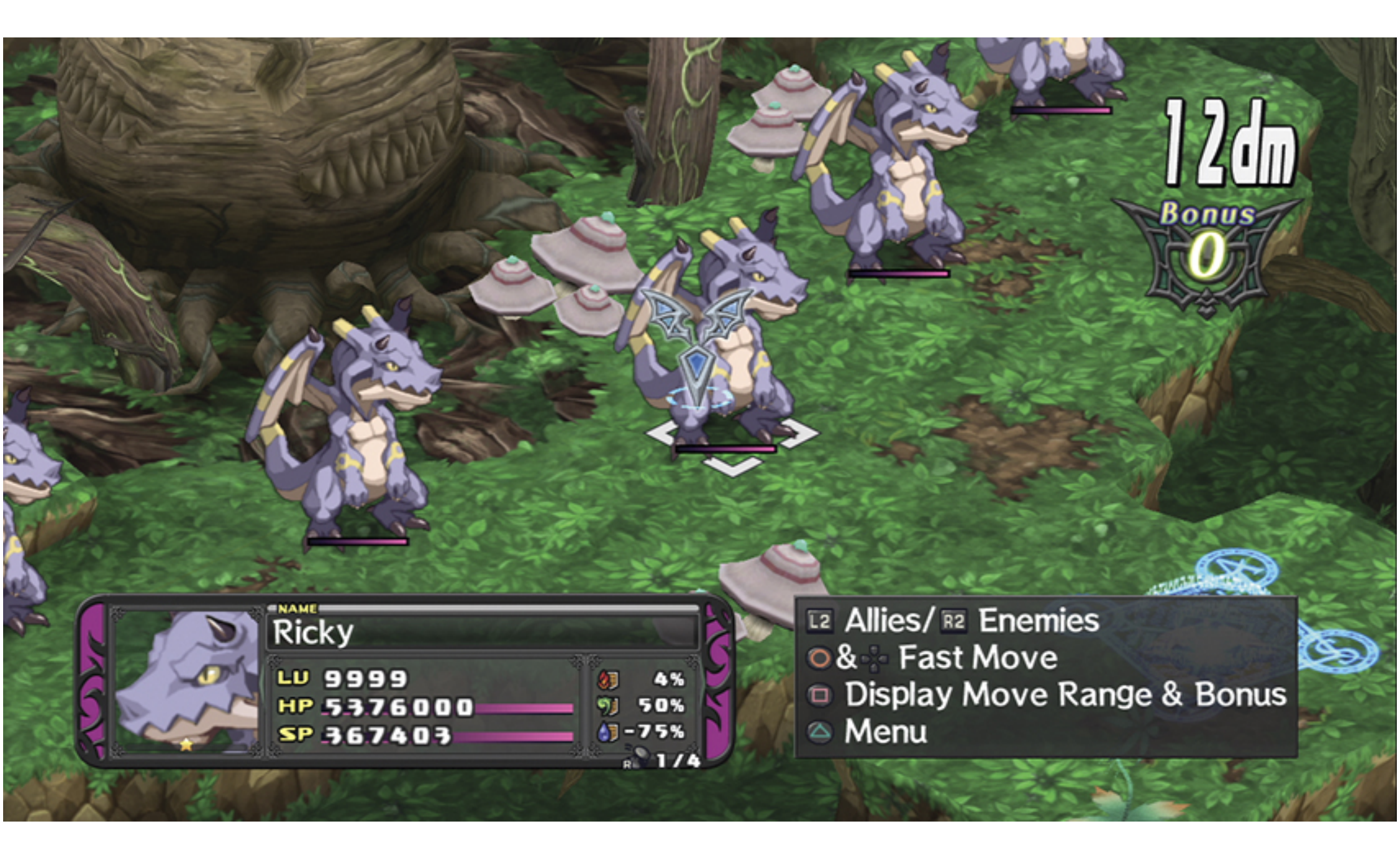
A normal enemy at level 30.



The same enemy with 10 levels of Enemy Strength.



The same enemy in LoC Mode.



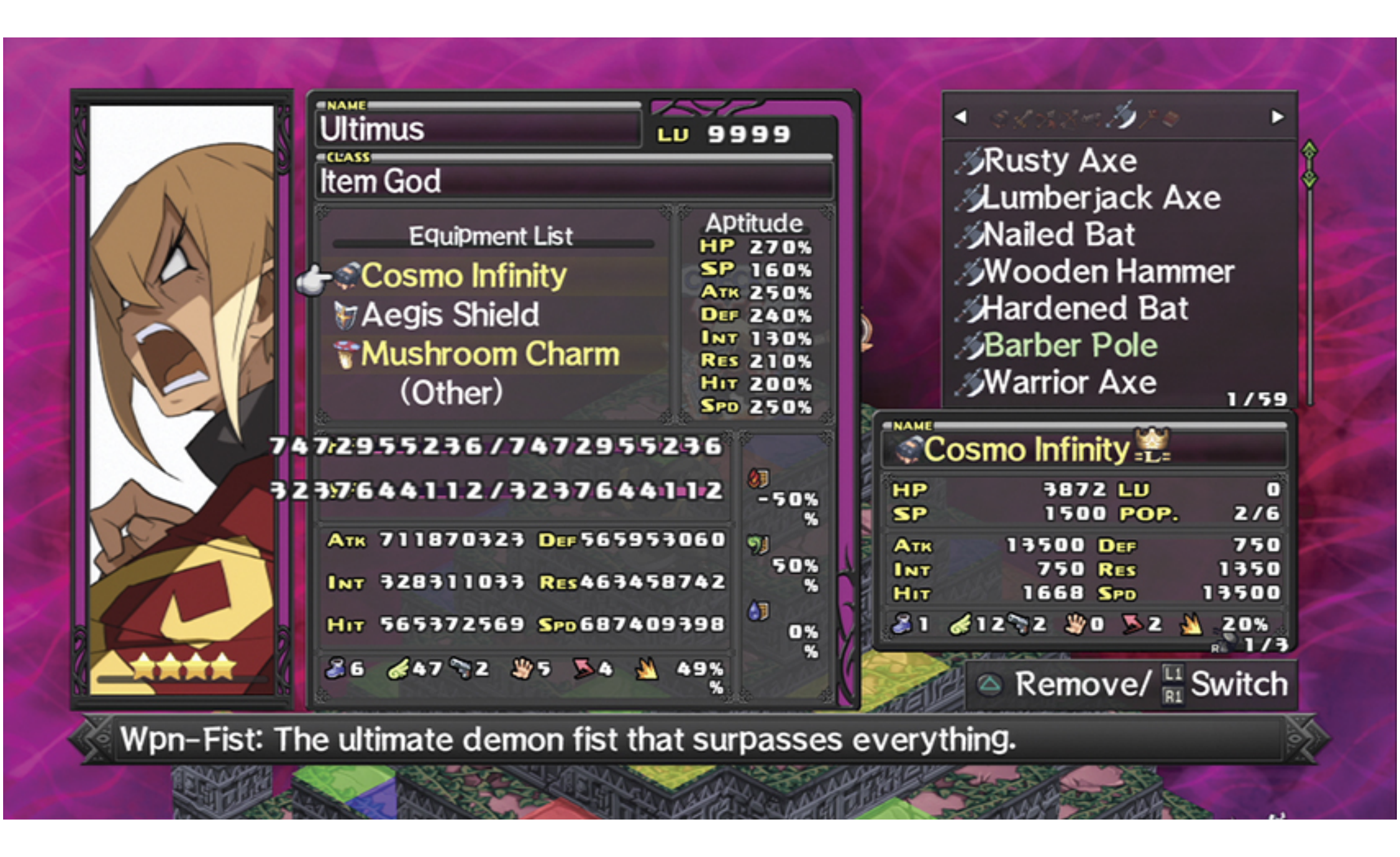
Finally, the same enemy with 20 levels of Enemy Strength in LoC Mode.

LoC Mode

Unlock Conditions: clear the Final Episode and see the true ending.

The acronym stands for Land of Carnage Mode, which you may remember from past Disgaea games. LoC Mode in D2 takes the form of an extra multiplier for the Enemy Strength cheat, which turns up its current value by 100, to a maximum of 2,100.

LoC Mode is, when you first unlock it, a toggle switch for a suicide mission. A big part of getting powerful enough to take on the biggest challenges in the Post-Game is building up your characters to the point where you can actually play with LoC Mode on. Once you can do that, there are a couple of advantages.



Wpn-Fist: The ultimate demon fist that surpasses everything.

The first and simplest bonus you get in LoC Mode is being able to obtain the best equipment. On the 100th floor of the dungeon inside a legendary item, you'll encounter an Item God. On LoC Mode, that God is almost certainly level 9,999, but is also equipped with at least one of the best weapons, accessories, and/or pieces of armor in the game.

The second bonus is simpler. In LoC Mode, anytime one of your characters strikes a killing blow against an enemy unit, they've got a good chance of permanently absorbing some of the dead enemy's base stats. The amount drained varies, but tends to be roughly equal to about 0.1% of the victim's stat pool, or 0.025% if their maximum HP gets drained.

This doesn't sound like much, and in fact it isn't much to start with. It adds up fast, however, and more importantly, drained stats persist through Reincarnation. Even better, as your characters approach the highest levels of power, you'll start regularly fighting opponents that have such inflated statistics that "only" a 0.1% drain can still result in five to eight-digit stat gains. LoC Mode has a high barrier to entry, but once you're there, the sky's the limit.

Gratuitous Arithmetic: The Gritty 2013 Reboot

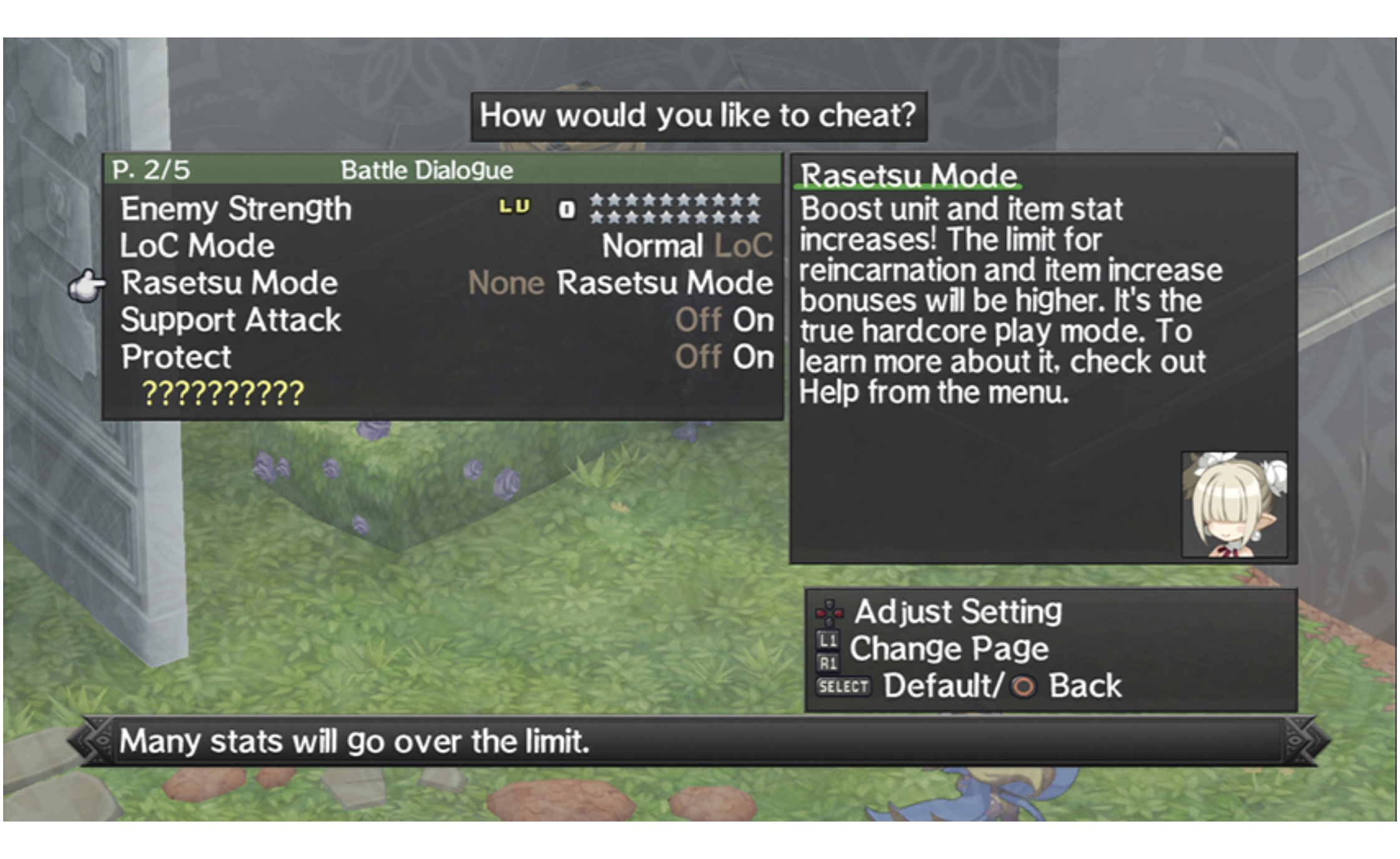
LoC Mode uses the same equation to determine enemies' levels as the Stronger Enemies cheat does. By itself, LoC Mode is equal to 100 Stars. Each level of Enemy Strength added on top of that multiplies the Strength by 100, so ten levels of Enemy Strength in LoC Mode is 1100 Stars.

Using the above example of Death Scream Chorus, the level 30 Dragons on that stage would be level 830 in LoC Mode: (30 x (5 + 100)/5 + 100 x 2) = 830.

Rasetsu Mode

Unlock Conditions: clear The Outside Ringer in the Post-Game.

Remember everything we said in Chapter 2 about stat and level caps? Forget it. With Rasetsu Mode on, the cap for HP/SP goes up to 400,000,000,000, and the cap for the six primary stats jumps to 999,999,999. This applies to both your characters and enemy units. In Rasetsu Mode, you can also level items up to 999 in the Item World.



Rasetsu Mode
Boost unit and item stat increases! The limit for reincarnation and item increase bonuses will be higher. It's the true hardcore play mode. To learn more about it, check out Help from the menu.

Many stats will go over the limit.

This is ridiculous, but is also necessary. There is a particular boss, an old Disgaea favorite, who only becomes available in Rasetsu Mode, and you'll need everything you can scrape together to take him out.

Support Attack

With this cheat, your characters will never participate in Team-Up or Cover Attacks. You don't get anything in exchange, however. This is only useful if you prefer a more old-school approach in which your characters aren't quite so cooperative.

Protect

Toggle this on to prevent your characters from undertaking Protect Actions. If Protect Actions are doing more harm than good for you, feel free to use this cheat.

Battle Dialogue

Unlock Conditions: go back in time at least once.

Turn this toggle on to prevent any conversations that might occur on the battlefield. These are referred to in the walkthrough as Map Events, and seeing 100 of them unlocks the Battle of Words Trophy. On your second time through the game, you can use this cheat to opt out of them.

Item World

These cheats influence the Item World and have no effect anywhere else. Fittingly, they're unlocked by visiting the Item World and clearing the random dungeons found there.

Search Route

Unlock Conditions: this is automatically awarded when you return from the Item World in Episode 3.

By default, your path through the Item World is on the Item Route, which is the default setting. With this Search Route cheat, you can switch it over to the Innocent Route, which gives you a chance to run into randomly generated bonus Innocents. There's also a chance on the Innocent Route for an Innocent to increase in quality when you subdue it, providing a larger bonus than it otherwise would.

Geo Count

Unlock Conditions: Defeat the Item General on the 30th floor of an Item World dungeon.

You can use this cheat to tweak the incidence of Geo Panels and Geo Symbols in the Item World. By default, a few of both will appear on every floor of an Item World's dungeon, but you can turn it up so that you encounter more of them or turn them off entirely. This is an issue of personal preference and won't affect your performance or rewards in any real way, aside from making it slightly harder to fill the Bonus Meter.

Adjust Island

Unlock Conditions: Defeat the Item King on the 60th floor of an Item World dungeon.

On the default setting for the Item World, each floor is a small island with a few enemies keeping you away from the Mystery Anchor. This cheat lets you customize the Item World according to your preferences. You can create an Item World where each stage is large but mostly empty, allowing you to move to the Mystery Anchor mostly unimpeded, or turn each floor of the Item World's dungeon into a floating island the size of a postage stamp that's crowded with enemy units.

26dm
Bonus
0
& Fast Move
Allies/ Enemies
Menu

When we say "crowded," we mean it.

Pirates & Treasure

Unlock Conditions: Defeat the Item God on the 100th floor of an Item World dungeon.

By default, Pirates are reasonably common in the Item World and treasure chests show up every so often as you explore each floor. You can either turn both off completely with this cheat, so neither will ever appear, or crank up the frequency with which they show up. With Pirates & Treasure on High, you'll see multiple treasure chests on every floor of an Item World dungeon and you're almost guaranteed to run into a band of Pirates every couple of floors.

Pirates are a group of hostile NPCs that are much tougher than the usual inhabitants of the Item World. Win against them and you can steal their Boat, but don't be surprised if they're several times your level.

Prinny

Prinnies toil in silence in the Netherworld and are mostly unappreciated, but turning on these options at the Cheat Shop will give you a little bit of insight into their lives. Specifically, it teaches you how brief they usually are.

Prinny Day Every Day

Unlock Conditions: clear Prinny Land 3.

With this toggle on, you can only deploy Prinnies on every map you enter, just as if you'd recently passed the Prinny Day bill. The Dark Assembly is closed for business due to the holiday and will remain so until you turn the cheat off.

The good news is that you'll only get items from the Bonus Meter on Prinny Day, rather than HL or EXP, and you'll have an improved chance of seeing rare and legendary equipment. The bad news is that it's Prinny Day. You'll want a full team of Prinnies, including at least one who knows healing magic, if you intend to get any real benefit out of Prinny Day.

Explosion Range

Unlock Conditions: clear Prinny Land X.

Whenever you throw a Prinny, a Bomb, or one of a Thief's created Barrels with this cheat on, the explosion has double the usual range.

Everyone Is a Bomb

Unlock Conditions: clear Prinny Land X in LoC Mode.

With this cheat on, any unit or object that gets Thrown explodes on contact with the ground, just as Prinnies do. This instantly kills the unit in question and causes an explosion to travel several panels in a straight line away from the point of impact. The damage it does is both significant and irrelevant, because as the cheat's name implies, everyone is a bomb. The explosion automatically makes them detonate too.

The only characters that are safe from your evil midnight bombing are those who are safely within the boundaries of a No Lifting Geo Effect ... although nothing is keeping you from Throwing something at them. You can Lift and Throw your way through most maps at this point without taking a scratch, although if you're capable of unlocking this cheat in the first place, you're probably pretty close to invincible anyway.

Fun

The name of the final tab at the Cheat Shop is clearly meant as irony. This tab on the Cheat Shop's menu governs four ways in which you can deliberately handicap yourself, and a fifth that's a slight quality-of-life increase. You know you're in for good times when Coward himself has no idea what a cheat is supposed to accomplish.

Auto-Heal at Base

Unlock Conditions: clear the Final Episode and see the true ending.

When Auto-Heal is on, your entire roster is automatically revived and healed to full HP and SP upon returning to Laharl's Castle. This is handy, but keep in mind that Auto-Heal keeps you from making progress toward earning the prizes at the Hospital. You'll save money, but miss out on some nice gear.

EXP 0

Turn this cheat on to turn off your ability to gain EXP.

Weapon Mastery 0

With this cheat on, your characters cannot gain Weapon Mastery experience.

Special Skill 0

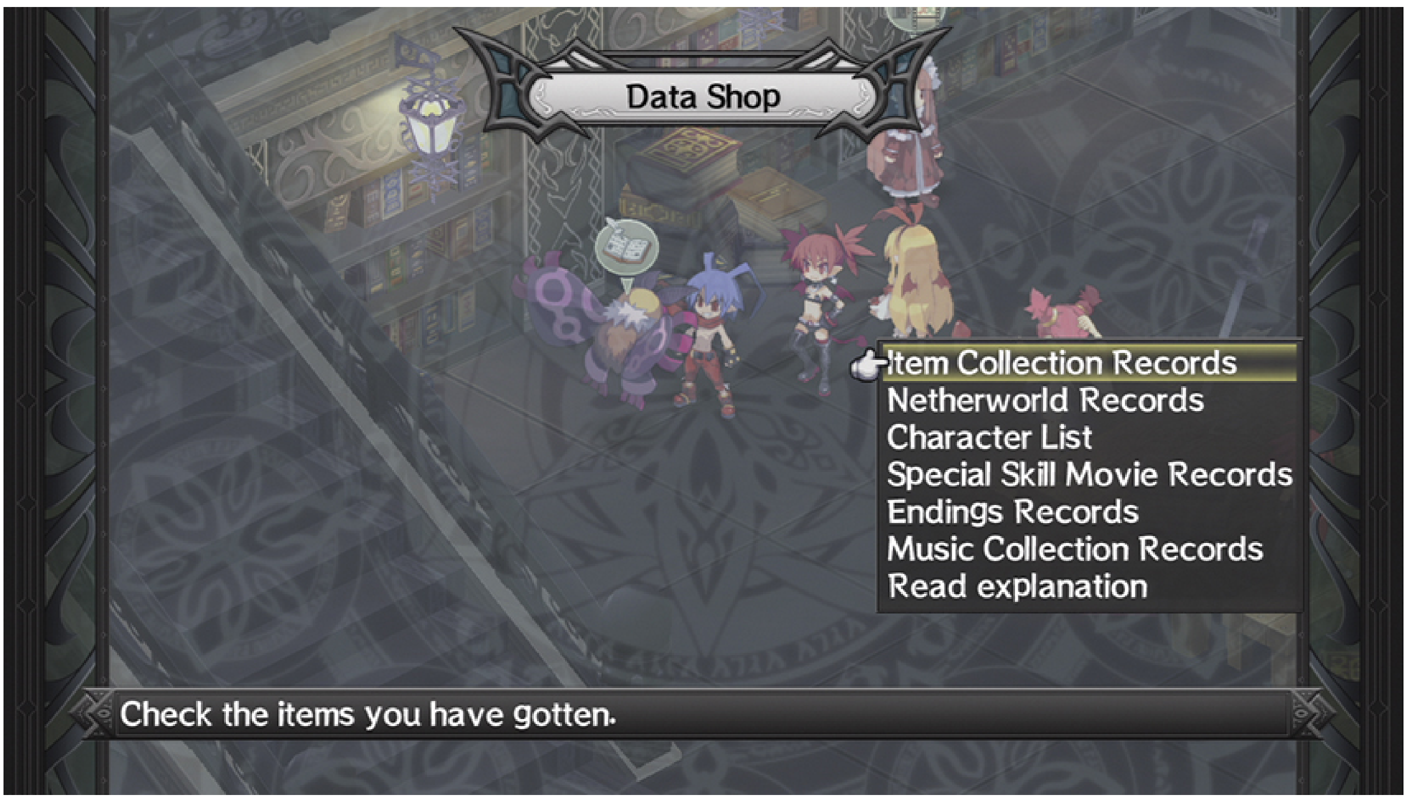
You might get the idea by now. Using Special Skills with this cheat on will not allow you to level them up.

No Cancel

With this cheat on, all decisions in combat are irrevocable. You can no longer cancel out of a planned action with the Circle button.

Laharl's Castle

The Data Shop



Check the items you have gotten.

Paparazzi is one of three characters who hang out in the Castle's library. He's easy to spot, as he is a giant moth. There are not that many of those.

His role in the Castle is to keep track of the various collectible items you run across on your way through the game, as well as other vital statistics. This is valuable in that Paparazzi tracks several factors that eventually lead to Trophies being unlocked, such as Item Hoarder and Marathon Demon.

What Paparazzi doesn't collect, Memoria does. She's the Witch standing nearby in the library. You can talk to her to view any of the events you've unlocked over the course of the game, such as conversations, movies, and Etna's "previews" of the next Episode.

Item Collection Records

When you run into an item that you've never had in your inventory before, its icon has the word "new" flashing over it. This signifies that the item, in that particular rarity, does not yet appear in your Item Collection. If you've got a common version of the item and find a rare or legendary edition, the rare or legendary item will still show up as "new."

Collecting at least one of every item in the game unlocks the Item Hoarder Trophy. The Trophy doesn't require that you have a certain quality, but rather that you don't have any entries in your Item Collection Records that are listed as "????".

Netherworld Records

Paparazzi keeps track of various facets of your career, such as the most damage you've ever done with a single attack, the number of enemies that your characters have defeated, and how many times your characters have had to be revived at the Netherworld Hospital.

Character List

This contains a short biography and cultural history of the generic characters that you've recruited and unlocked.

Special Skill Movie Records

The first time you see a Special Skill and watch the associated animation, you unlock its entry in Paparazzi's records. Simply having access to the Special Skill isn't enough; you must have actually cast it during a battle or had it cast against you for it to appear at the Data Shop.

Watching every Special Skill animation, including the ones that are used against you, unlocks the Special Voyeur Trophy.

Ending Records

This entry on the Data Shop's menu records and confirms that you've gotten D2's various endings. To watch the ending movies again, however, you'll need to go next door and talk with Memoria the Witch.

Music Collection

Now you know why the Castle's jukebox is broken. It's because Paparazzi took its place.

You can use the Data Shop to play any musical track that you've heard before in-game, and even set them up with a random playlist. This also allows you to set the background music in the Castle to any other track that you've heard so far.

Trophies

You can theoretically keep playing Disgaea D2 until you have a full 100 characters who are capable of soloing Baal or the end of time, whichever comes first. Unlocking every single Trophy is as good an excuse as any to say that you've mastered it, and thus letting you finally put it down.

PLAYSTATION 3 TROPHIES

TROPHY	TROPHY TYPE	CRITERIA	NOTES	GAME TEXT
Universal Recognition	Platinum	Complete all other trophies.	—	You collected all the trophies! Congratulations! Please continue down your path to greatness!
Ultimate Destroyer	Gold	Defeat Pringer X in LoC Mode.	Clear Prinny Land X with LoC Mode on.	You are the King of Chaos!
Item Hoarder	Gold	Collect all items (excluding grades).	You can track your progress on this achievement by checking Paparazzi's Data Shop in the castle library.	Now aim for completing all the grades, too!
Pringer X-Terminator	Silver	Defeat Pringer X.	Clear Prinny Land X.	This can't be the last Pringer ... There has to be more ...
Ordeal or No Deal	Silver	Clear all Cave of Ordeals maps.	—	Your journey has only just begun ... Your endless journey ...
God Slayer, Item	Silver	Defeat an Item God.	—	What do you need all these item upgrades for anyway?
Special Voyeur	Silver	Watch every Special Skill animation.	—	This is for those who don't skip.
The Damage of 100,000,000 Exploding Suns	Silver	Dish out 100,000,000 damage.	—	You answered the call for more power!!! *grunt* *grunt* *grunt*
The New Disgaea Anime	Bronze	Watch the opening movie.	You'll receive this Trophy at the end of the movie.	Please enjoy Disgaea D2: A Brighter Darkness!
Statue Connoisseur	Bronze	Clear Episode 1.	—	—
Little Angel Wrangler	Bronze	Clear Episode 2.	—	—
Group Negotiator	Bronze	Clear Episode 3.	—	—
Netherworld Idol	Bronze	Clear Episode 4.	—	—
Gate Crasher	Bronze	Clear Episode 5.	—	—
Eviland Explorer	Bronze	Clear Episode 6.	—	—
Angel Protector	Bronze	Clear Episode 7.	—	—
Uniter, Not a Divider	Bronze	Clear Episode 8.	—	—
Angel Finder	Bronze	Clear Episode 9.	—	—
Story Finisher	Bronze	Clear the Final Episode.	—	—
How Asagi Got Her Groove Back	Bronze	Make Asagi join your party.	Clear the Detour Stage Super Debut Project.	I'm the Idol of the Future!
Porkmeister's II: The Next Stage	Bronze	Make Porkmeister join your party.	Clear the Detour Stage Stress Testing.	In order to become an Overlord!
There's Something About Petta	Bronze	Make Petta join your party.	Clear Red Overlord Search in the Post-Game.	Where has father gone?
Weekend at Darkdeath Evilman's	Bronze	Defeat Darkdeath Evilman.	Clear The Outside Ringer in the Post-Game.	Being Etna's vassal is one of the most physically straining jobs in the Netherworld.
Valvatorez and Fenrich's Infinite Prinnylist	Bronze	Make Valvatorez and Fenrich join your party.	Clear The Strongest Proof in the Post-Game.	Just eat more sardines!
The Tao of Axel	Bronze	Make Axel join your party.	Clear Behind the Star in the Post-Game.	This is the birth of the Super Dark Hero!
Artina Get Your Gun	Bronze	Make Artina join your party.	Clear Angel's Explanation in the Post-Game.	I was planning on going home right after collecting the money ...
Emizel Almighty	Bronze	Make Emizel join your party.	Clear Netherpower Struggle in the Post-Game.	I'm telling Father about this!
Red Barbara	Bronze	Make Barbara join your party in the Post-Game.	Clear Orders Received in the Post-Game.	Master Cat will guide me!
100,000 Points of Pain	Bronze	Dish out 100,000 damage.	—	This much damage should ... What!?
Bringer of Life	Bronze	Create a character.	—	I will follow you!
Baby's First Ride	Bronze	Mount a character.	—	Where to?
Plank Walker	Bronze	Defeat some pirates.	Defeat any band of Pirates you encounter in the Item World (pg. 204).	Avast, I shall drive ye back!
Voter Intimidation	Bronze	Use force to persuade the Dark Assembly.	If a bill is initially Denied, opt to attack the Assembly and win.	A true demon forces his will on everyone.
Gimme the Loot!	Bronze	Go to a bonus stage.	This can randomly occur between floors in the Item World.	Mwahahaha! Take it all!
The End of the Rainbow	Bronze	Nullify all Geo Panels on a map.	The earliest you can do this deliberately is on Geo Effects in Episode 1, but whatever you do, you'll get this by completing Corridor of Hell in Episode 3.	That gives such a great feeling of accomplishment.
2 Become 1	Bronze	Use a Mounted Skill.	—	Two people, working together ...
Game Over ... Or Not!	Bronze	Lose all your units in battle and lose.	—	I won't give up!
Public Display of Affection	Bronze	Use a Mounted Skill with two characters that have max likeability.	—	The two of us can do it!
Buried by Rocks at Night	Bronze	Have 10 characters reach Max likeability at any given point.	—	What is love!? This is love.
Attack Interceptor	Bronze	Use 10 Protect Actions.	—	I will protect you!
Opportunist Extraordinaire	Bronze	Perform 100 Cover Attacks.	—	I'll give you a hand, so take it!
Battle of Words	Bronze	Watch 100 Map Events.	—	People have a lot to talk about, even in battle.
Jumping Juggernaut	Bronze	Jump 1,000 times.	—	Jumping is so much fun!
Combo Commando	Bronze	Perform 100 Combos.	—	Don't even let them think about counterattacking!
Team Attack Tactician	Bronze	Perform 100 Team-Up Attacks.	—	There's not much to fear as long as we're together!
Cheater, Cheater, Pumpkin Eater	Bronze	Use the Cheat Shop 10 times.	—	Cheat your way to the top!
A Main Character Is You!	Bronze	Change the character you control at the base.	This is done through the Dark Assembly. The option first becomes available in Episode 3 and costs 10 Mana. It does not require you to call the Senate to order.	You're the main character now, dog!
Raiders of the Lost Chest	Bronze	Open 100 treasure chests.	—	The moment when you open a treasure is so exciting!
Greasing the Wheels	Bronze	Pay out 100,000,000 HL in bribes.	—	Pay your dues.
Ooh La Laharl!	Bronze	Pass the Bill to get Lady Laharl.	As Laharl, pass the I Wanna Be Popular bill in the Post-Game. It is almost insultingly easy to get through the Senate.	So ... you like Laharl as a girl?
Prinnies of Mass Destruction	Bronze	Make a 10-Prinny explosion chain.	The easiest place to get this is on Ice Demon Grave.	Be careful when handling explosives.
Save Icon Collector	Bronze	Collect all Save Icons.	Save Icons have a slim chance of dropping from the Toy Machine on the counter at the Rosen Queen Trading Company.	One more time.
Stacking the Deck	Bronze	Make a 10-character tower.	—	Being the one at the very top is pretty scary.
As Seen on TV	Bronze	Level up a Demon's Dojo Training type.	—	Your training has only just begun.
Great Conversationalist	Bronze	Talk to NPC characters at the base 1,000 times.	—	Sparking conversations is the first step to friendship.
Marathon Demon	Bronze	Travel 42.195 km.	This is distance traveled in the Castle.	Even the longest journey begins with a single step.

The Item Hoarder and Special Voyeur Trophies require you to fill out the lists for Special Skill Collection and Item Collection at Paparazzi's Data Shop. This is much easier said than done, and means you must defeat Tyrant Overlord Baal before you can complete your Platinum Trophy.

We've put together handy checklists to help you keep track of your Item and Skill Collections, so you don't have to spend half your play time parked in front of Paparazzi.

Coefficients

Here's one final chart for the list. The amount of HL, EXP, and Mana you earn from landing a killing blow on a single enemy is determined by several different equations. We touched upon them in Chapter 2 of the guide, but here's where we go into it in slightly further detail.

Boss Rank

Enemies that are "bosses" on a given stage receive an additiona hidden modifier to their values called Boss Rank. The exact number varies widely, but you can assume that any enemy unit that's unique on the field will be worth significantly more EXP and Mana to the character who manages to bring it down.

For most enemies, their Boss Rank is simply zero and thus doesn't apply any modifier to speak of.

Money

The amount of HL an enemy is worth is determined by the following equation:

- For an enemy: ((((Target's Level) + 2) x ((Target's Level) + 3)) x (2 + (Target's Boss Rank)) / 2) x (Race-based money coefficient) / 10
- For an ally: (((Target's Level) + 2) x ((Target's Level) + 3)) x (2 + (Target's Boss Rank)) / 2) / 10

You only receive an enemy's HL value after successfully defeating all hostile units on the map.

Experience

Unlike other games, D2 tracks a unit's EXP value as a function of your character's needed EXP for his or her next level, rather than as a set value attached to the enemy unit. You can determine a specific unit's EXP value with the following equation:

(EXP needed for your character to reach his or her next level) x (Race-based EXP coefficient) / 50 = EXP earned

This basic sum is modified by the following factors:

- Enemy Boss, LoC Mode: (2 + Boss Rank) x (EXP earned)
- Enemy Boss, normal mode: (2 + Boss Rank) x (EXP earned) / 2
- Object (treasure chest, Geo Symbol, Wooden Box, etc.): (EXP earned) x 0.25
- Ally Kill: (EXP earned) x 0.25

This is why low-level enemies are often worth more EXP than you'd think they'd be.

A character who uses healing or support magic receives 5% of the EXP that would have been awarded if he or she had defeated a character of exactly his or her own level and job/species.

Similarly, a character who is Defending when an enemy attacks him or her receives 10% of the EXP that would have been awarded if he or she had defeated a character of exactly his or her own level.

It's worth mentioning that enemies level just as you do, so if one particular opponent manages to kill several of your characters in one fight, there's a chance it'll level up from it.

Mana

- (Target's Level) x (Race-based Mana Coefficient) / 100 = Earned Mana

If one of your characters kills an ally unit, the equation changes slightly:

- (Target's Level) x 10 / 100 = Earned Mana

All Mana earnings double if you're playing in LoC Mode.

Coefficients

The above equations include the phrase "race-based coefficient" a lot. What is that? It's this: a specific number assigned to a character at creation that governs its value to its killer.

Class	HL Coefficient	EXP Coefficient	Mana Coefficient
Unique characters	10	40	200
DLC Characters	10	10	200
Xenolith	10	60	200
Xenolith (Final)	10	80	200
Lanzarote	80	40	200
Asagi	40	40	200
Porkmeister	10	40	200
Darkdeath Evilman	80	80	200
Pringer X	80	80	200
Pringer Z	80	80	200
Hoggmeiser	10	40	200
Baal	10	10	200
Geo Symbols	5	5	0
Treasure Chests	1	1	1
Barrels	1	1	1
Wooden Boxes	1	1	1
Snow Men	1	1	1

For generic characters and monsters, their Rank determines their HL/EXP/Mana coefficient. For HL, this goes up with higher Ranks; for EXP and Mana, this goes down significantly. A high-level enemy unit is thus worth much more EXP and Mana, but much less HL, if it's Rank 1. This is part of the reason why the Enemy Strength cheat is so valuable for power-leveling, as most of the enemies you encounter on story stages are going to be around Rank 1 to 3.

Fan Q&A with Nippon Ichi Software

As we were putting this guide together, we reached out to our fans to see who had any questions for the creators of Disgaea. We received thousands of entries, and we were able to get some answers out of NIS America's team, both serious and... not:

The Fans

Mr. Niikawa (President of Nippon Ichi Software and NIS America)

Steven Carlton Editor for NIS America

Toshihiro Beppu Translator for NIS America

What do you enjoy the most in the Disgaea games?

Getting a lot of bonus stats to spend after reincarnating.

I enjoy the humor in the game. Translation is really fun because the Japanese text is really funny. After my translations have been edited, I enjoy reading the editted text because of the English humor my editor adds to it.

Are there a lot of gags and jokes that are lost in translation and/or added while adapting the game script from Japanese? Do you have some examples?

We very rarely abandon jokes or gags without substituting them with some kind of similar joke or gag, especially in our games. As far as adding jokes and gags, when it comes to the Disgaea series, we rarely have to add jokes or gags, since it's pretty packed with them already.

Adding on to what Steve wrote, I think he adds a fairly good amount of gags and jokes... Sometimes I need to tell him to take them out since they're so "out there".

I've always absolutely adored the voice acting in your games! How do you find and train your amazing voice actors?

We let the fine people at the recording studios handle all of the voice actor wrangling. We generally will tell them what type of voice we want for each character, or who we want specifically, and they will give us several choices to choose from, or tell us if who we requested was available. We don't really have anything to do with the actor's themselves, except for when they're in the booth for us. But during that time, we, along with the voice director, help get the performance we want from them.

I couldn't have said it any better, Steve.

Are there any official Prinny days at the office?

I'm told they're on the weekends, but I'm not allowed out of the base panel to confirm this.

Not yet...that I know of...I'll get working on that.

The Disgaea series first started with Disgaea: Hour of Darkness. For over the past ten years, the series has expanded into something that is revered as one of the best Role Playing Games series of at time. Did the success of the series impact the way of life within NIS America? Obviously the games became popular in the West, but did working on the Disgaea series, specifically, impact the company?

Well, the largest impact the Disgaea series has had on NIS America is that the success of the first game enabled us to come into existence, or so the legend goes...

I'm relatively new to the company so I wouldn't know... :(

If a Prinny heads east from Chicago at 2PM going 40MPH, and another Prinny leaves NYC at 2:30PM heading west at 20MPH, how big will the explosion be?

Assuming my math is correct, -i squared...

To Steve: Isn't that just -1? There would be no explosion. Both Prinnies will be lifted and thrown shortly after they leave their respective cities.

Dood?

Dood...

Brah...

What originally inspired the story behind Disgaea?

The first thing that was decided was to use the "Netherworld" as the setting.

We figured that since this is the "Netherworld," we don't have to worry about any kind of limitations, and that anything goes. Because of this, we thought, "Let's do whatever we think would be the most interesting and humorous," and "Let's do the craziest and most over-the-top things that other creators wouldn't dare to do."

What was born from that was the first Disgaea, and its cast.

We didn't really care whether it sold well or not, we just did whatever we wanted.

Where did the first idea for Prinny come from?

We wanted a mascot character, so we wrote up a list of our ideas and passed it on to Mr. Takehito Harada, the artist. "Just make it awesome!" we said, and what came from that was the Prinny. Mr. Harada truly is a genius.

When will Asagi get her full fledged video game or get to lead the Prinny Squad to forcibly get her own game, dood?

Of course she will! However, whether that game will ever be released is a mystery...

What is the craziest thing that you were going to put into a game, but decided not to add?

Anything that we think is interesting, we cram into the games. The only things that don't make the cut are the things we think are boring.

We make sure the interesting things that don't make it in due to time constraints are put into the next game. The basic idea, though, is that we make sure everything that's interesting finds its way in somehow.

It's been several years since we've had a game with Laharl, Etna and Flonne as the main characters. How does it feel to go back to the characters that started it all?

"Welcome home!" It feels like we're meeting up again with old friends.

We've used them as hidden characters or guest characters for a while now, but that is a completely different feeling than using them as main characters. It seems that being the main characters is what suits these three the best.

If you could bring any 3 characters from Disgaea D2 to another game who would it be and why?

Hmm, that is a difficult question. Each and every one of them is very unique, so if things go poorly, they will steal the limelight and steal the "main character" position for themselves. It's a dangerous proposition, so it's better that we don't let them into any other games.

How many demons have been designed but never used?

I'm sure there are several designs that Mr. Harada himself has discarded, but of all the ones that he has submitted, almost all of them have been used.

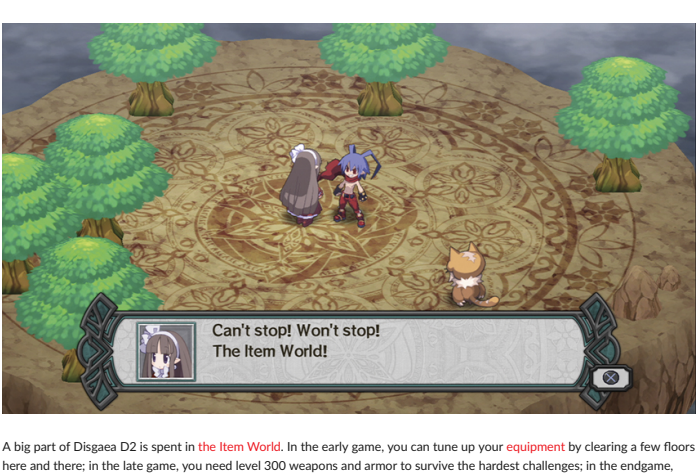
How does it feel to have such a huge fan following that started just from one game?

It feels amazing. I am extremely grateful. We will continuously endeavor to make the Disgaea series, as well as our other titles, even more fun and interesting. So please continue to give us your support!

My ambitions are to get an Academy Award, and a Nobel Peace Prize, so I'll surely do my best to offer you all kinds of titles that you'll be sure to love!

The Item World

The Item World



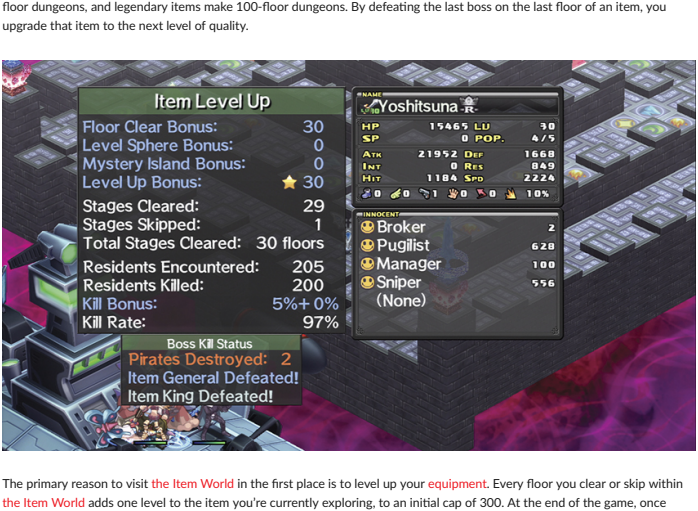
A big part of Disgaea D2 is spent in the Item World. In the early game, you can tune up your equipment by clearing a few floors here and there; in the late game, you need level 300 weapons and armor to survive the hardest challenges; in the endgame, that cap goes away and you'll need equipment that's level 999. If you expect to complete D2, you'll be spending hours in the Item World.

The Item World is practically a game unto itself, however, and it deserves more attention than the quick once-over we gave it in Chapter 3.

Entering and Exiting

One more time for the people in the cheap seats: to enter the Item World and deal with its denizens, talk to Minato in the mess hall of Laharl's Castle. She reopens for business at the start of Episode 3, and you'll have free access to the Item World at any point thereafter.

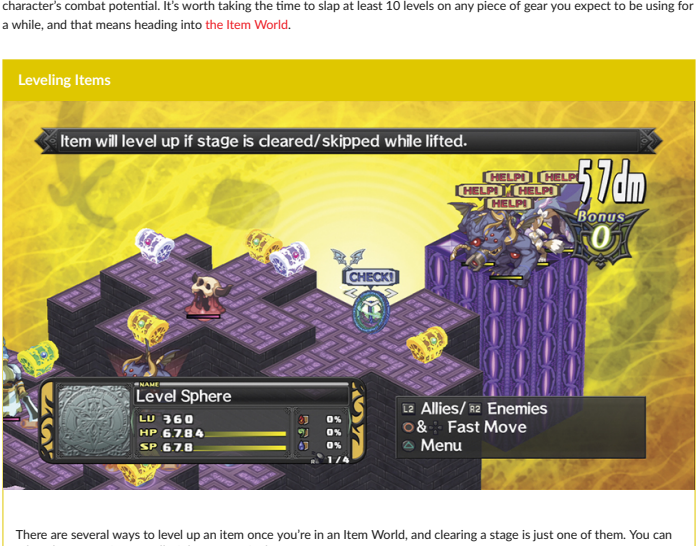
You can create an Item World with any item in your inventory. Common items make 30-floor dungeons, rare items make 60-floor dungeons, and legendary items make 100-floor dungeons. By defeating the last boss on the last floor of an item, you upgrade that item to the next level of quality.



The primary reason to visit the Item World in the first place is to level up your equipment. Every floor you clear or skip within the Item World adds one level to the item you're currently exploring, to an initial cap of 300. At the end of the game, once you've unlocked Rasetsu Mode, this cap goes up to 999, and exploring an item beyond that will keep adding stats to the item, up to a limit of 999,999.

Between Weapon/Monster Mastery, Aptitudes, and item levels, your equipment thus becomes an enormous part of your character's combat potential. It's worth taking the time to slap at least 10 levels on any piece of gear you expect to be using for a while, and that means heading into the Item World.

Leveling Items



There are several ways to level up an item once you're in an Item World, and clearing a stage is just one of them. You can take advantage of any or all of these on a single run.

Clear a floor: +1

Survive two turns on the Ambush Island: +2

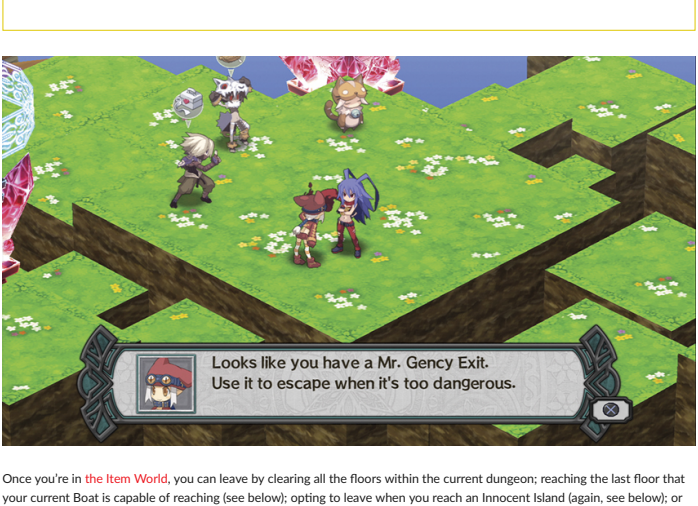
Meet an Item General on a Bonus Island: +2

Defeat all enemies on the Ambush Island: +3

Meet an Item King on a Bonus Island: +3

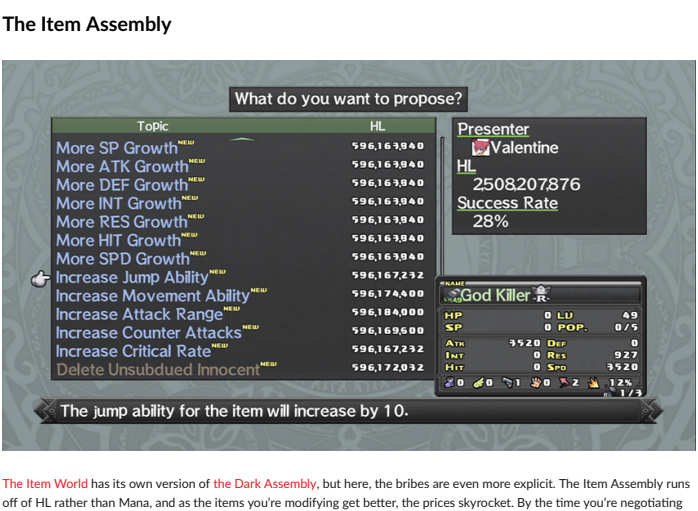
Defeat the Rock-Paper-Scissors Master: +5

Clear a floor while holding a Level Sphere: +5


Looks like you have a Mr. Gency Exit.
Use it to escape when it's too dangerous.

Once you're in the Item World, you can leave by clearing all the floors within the current dungeon; reaching the last floor that your current Boat is capable of reaching (see below); opting to leave when you reach an Innocent Island (again, see below); or using a Mr. Gency Exit. If you don't have an Exit in your inventory, talk to Minato on the first Innocent Island to get one for free. Otherwise, you can earn more Exits as Bonus prizes on every 10th floor of the Item World, and one occasionally shows up when you play with the Toy Machine.

The Item Assembly



The Item World has its own version of the Dark Assembly, but here, the bribes are even more explicit. The Item Assembly runs off of HL rather than Mana, and as the items you're modifying get better, the prices skyrocket. By the time you're negotiating over the finer points of a Rank 35 weapon or higher, you can be looking at spending hundreds of millions of HL before the proposal even goes up for a vote.

To visit the Item Assembly within a specific item, talk to Minato in Laharl's Castle.

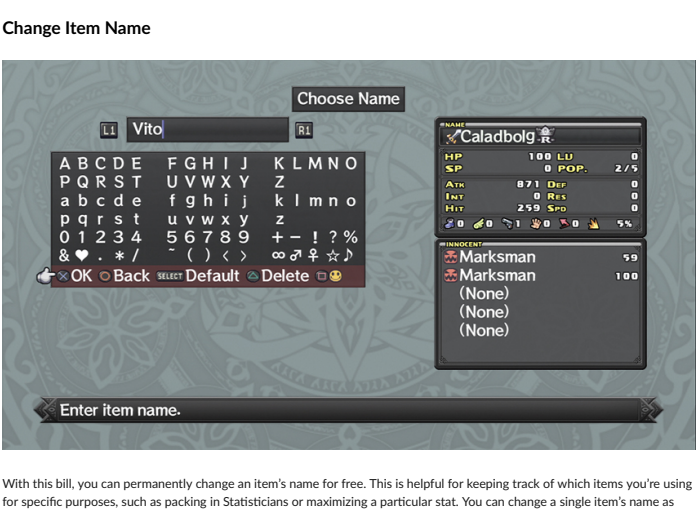
You can propose only a limited number of successful bills for each item. A common-quality item can only have a single bill proposed for it in the Item Assembly, while rare items can have two and legendary items can have three. Every time you successfully defeat the Item God on the 100th floor of the Item World inside a legendary item, you give the item the ability to support one more successful bill, with a final limit of six. Checking the Representatives List, changing the item's name or model, and deleting unsubdued Innocents do not count toward this limit, and every bill that affects an item that costs HL costs the same amount of HL.

Once a bill is in place, it cannot be removed or adjusted. If you screw up and propose the wrong bill, you'll just have to get another item and try again.

Representatives List

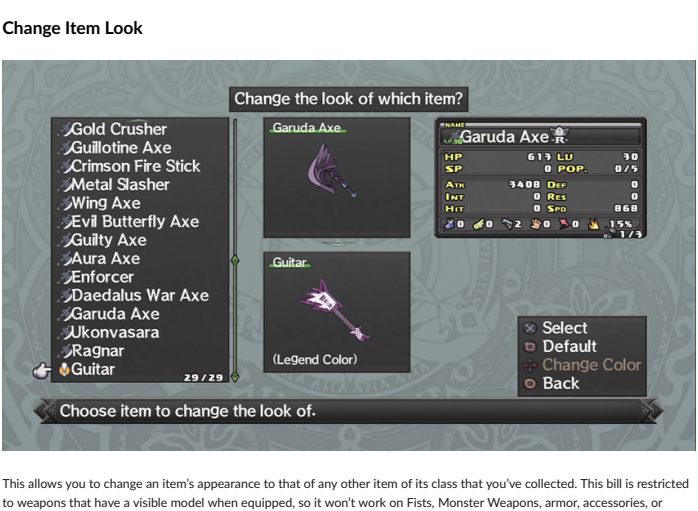
The Item World's Senate is just as deliberately unhelpful as the Netherworld's. This lets you check them out ahead of time to see what they're thinking and just how difficult they're going to be.

Change Item Name



With this bill, you can permanently change an item's name for free. This is helpful for keeping track of which items you're using for specific purposes, such as packing in Statisticians or maximizing a particular stat. You can change a single item's name as often as you want.

Change Item Look



This allows you to change an item's appearance to that of any other item of its class that you've collected. This bill is restricted to weapons that have a visible model when equipped, so it won't work on Fists, Monster Weapons, armor, accessories, or consumables. Like changing the item's name, it's free, so there's no reason not to equip your entire army with signposts or guitars.

Increase Stats

This covers eight separate bills, one for each of the primary statistics, that allow you to permanently raise one of the item's stats by 5%.

Note that this is a percentage-based increase and does not actually add anything to the item. If a given piece of equipment does not grant its user any INT, the Item Assembly will happily let you waste your HL passing a bill to raise its INT by 5%, but 5% of zero is still zero.

Greatly Increase Stats

These bills become available only if you're trying to modify an item that you've leveled to 10 or higher via the Item World. Successfully getting one of these proposals through the Senate boosts the item's stats in a single category by 20%. It starts at roughly half the chance of passing as the previous bills do. Again, the Item Assembly will let you work to pass a bill that improves a stat that an item does not have—because they are jerks. Be careful and double-check before you start doling out bribes.

A Little More Growth

Again, this covers eight separate bills that allow you to permanently increase the item's stat growth when it levels by 2%. Each bill applies to a single stat and can be passed multiple times. The advantage it has over the following bills is that it has, on average, a 10% better base chance of passing through the Item Assembly before you start bribing people.

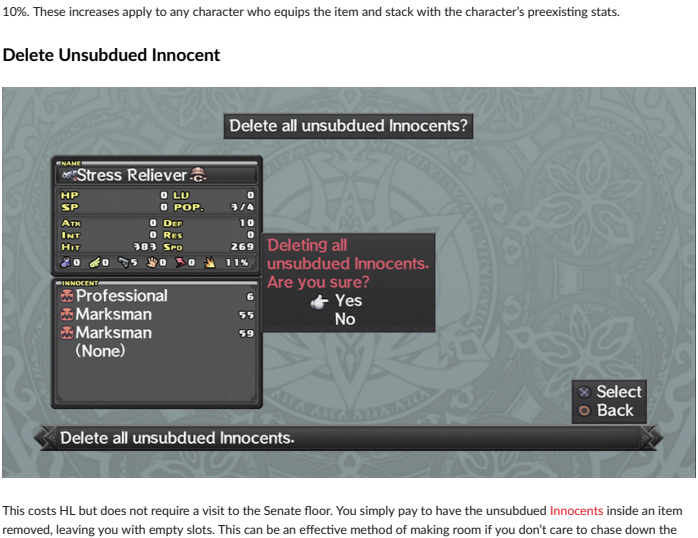
More Growth

This increases the growth of a single stat on the item by 5%. It shares the above restrictions: it's expensive, it has a lower chance to pass than the other options, and the Item Assembly will let you pass a bill that enhances a stat that the item does not have.

Increase Stats

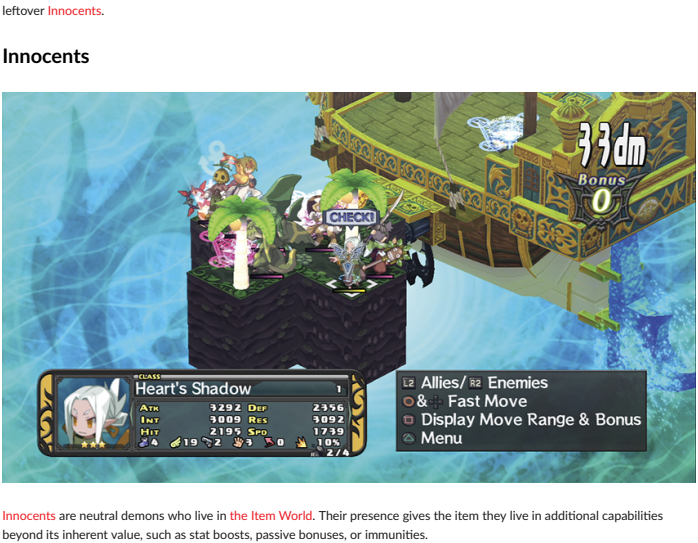
This option becomes visible in the Dark Assembly only if you're trying to upgrade an item that you have leveled to 20 or higher via the Item World. You can pass bills to increase an item's Jump by 10, Move by 1, Range by 1, Counter by 1, or Critical rate by 10%. These increases apply to any character who equips the item and stack with the character's preexisting stats.

Delete Unsubdued Innocent


Delete all unsubdued Innocents?
Stress Reliever
Professional
Marksman
Marksman
(None)
Deleting all unsubdued Innocents.
Are you sure?
Yes
No
Select
Back
Delete all unsubdued Innocents.

This costs HL but does not require a visit to the Senate floor. You simply pay to have the unsubdued Innocents inside an item removed, leaving you with empty slots. This can be an effective method of making room if you don't care to chase down the leftover Innocents.

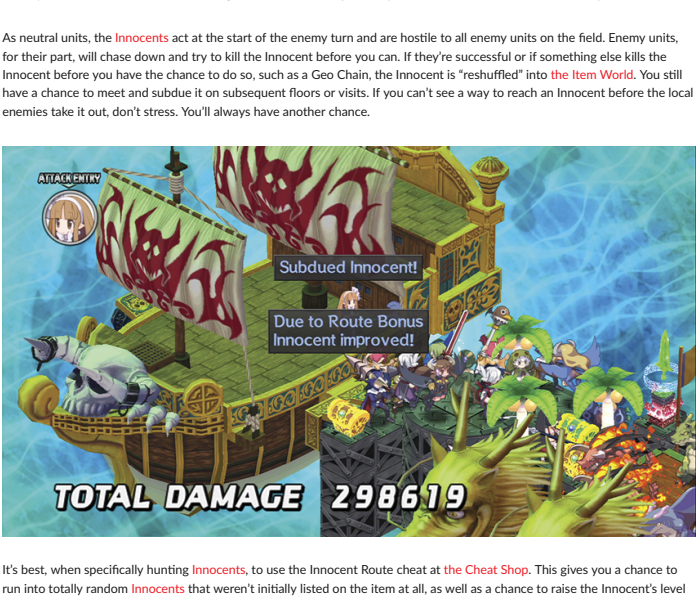
Innocents



Innocents are neutral demons who live in the Item World. Their presence gives the item they live in additional capabilities beyond its inherent value, such as stat boosts, passive bonuses, or immunities.

When you're exploring the Item World, Innocents can appear on any floor as a neutral mob. They're almost always a monster and if you look at their status, their usual job class's name is replaced by the name of the kind of Innocent they are.

As neutral units, the Innocents act at the start of the enemy turn and are hostile to all enemy units on the field. Enemy units, for their part, will chase down and try to kill the Innocent before you can. If they're successful or if something else kills the Innocent before you have the chance to do so, such as a Geo Chain, the Innocent is "reshuffled" into the Item World. You still have a chance to meet and subdue it on subsequent floors or visits. If you can't see a way to reach an Innocent before the local enemies take it out, don't stress. You'll always have another chance.



It's best, when specifically hunting Innocents, to use the Innocent Route cheat at the Cheat Shop. This gives you a chance to run into totally random Innocents that weren't initially listed on the item at all, as well as a chance to raise the Innocent's level by 2 when you subdue it. There is one extremely rare Innocent, the Heart's Shadow, which can only be found and subdued if it randomly appears via the Innocent Route. You'll never find it as a random Innocent on newly acquired items.

Subdued Innocent!
TOTAL DAMAGE 4140132

Subdued Innocents are assigned slots on the item you're currently exploring and will appear on Innocent Island until such a time as you leave the Item World. In the event that you subdue more types of Innocents than you have spots in the item to hold them, the leftover Innocents simply disappear.

If you happen to encounter and defeat extra Innocents of a type you've already subdued, they will automatically combine into a single spot, much as when you deliberately combine Innocents by pushing Select in the Innocent Management menu.

The cap on the total Innocents that can be made to fit into a single item slot is identical to the cap on how much benefit a single character can receive from a particular type of Innocent.

Stat-boosting Innocents (HP, SP, ATK, etc.): 9,999

Equipment-boosting Innocents (Guardian, etc.): 500

Resource-boosting Innocents (EXP, Mana, HL, etc.): 300

Status resistance Innocents: 100

Elemental resistance-boosting Innocents: 100

Even if you use multiple slots to hold more Innocents than this within a single character's equipment, that character can only receive a bonus up to this cap. For example, you could cram 7,200 levels' worth of Statisticians into a character's gear if you really worked at it, but only 300 of those levels would provide an EXP bonus. The rest of the Statisticians are just sitting there doing nothing.

Innocent	Effect
Dietician	Adds bonus points to an item's HP.
Master	Adds bonus points to an item's SP.
Gladiator	Adds bonus points to an item's ATK.
Sentry	Adds bonus points to an item's DEF.
Tutor	Adds bonus points to an item's INT.
Coach	Adds bonus points to an item's RES.
Marksman	Adds bonus points to an item's HIT.
Physician	Adds bonus points to an item's SPD.
Muscleman	Adds bonus points to an item's ATK and HP.
Sprinter	Adds bonus points to an item's ATK and SPD.
Nerd	Adds bonus points to an item's INT and SP.
Hard Worker	Adds bonus points to an item's HP.
Patient	Adds bonus points to an item's HP.
Pugilist	Adds bonus points to an item's HP.
Sniper	Adds bonus points to an item's HP.
Alchemist	Chance to inflict Poison status on attack equal to level of Innocent.
Hypnotist	Chance to inflict Sleep status on attack equal to level of Innocent.
Witch Doctor	Chance to inflict Paralysis status on attack equal to level of Innocent.
Amnesiac	Chance to inflict Confused status on attack equal to level of Innocent.
Gangster	Chance to inflict Depraved status on attack equal to level of Innocent.
Professional	Adds to the user's Critical stat.
Pharmacist	Chance of immunity to Poison status equal to level of Innocent.
Coffee Maker	Chance of immunity to Sleep status equal to level of Innocent.
Medicine Man	Chance of immunity to Paralysis status equal to level of Innocent.
Psychologist	Chance of immunity to Confused status equal to level of Innocent.
Social Worker	Chance of immunity to Depraved status equal to level of Innocent.
Firefighter	Increases user's Fire resistance by 1% per level of Innocent.
Aeronaut	Increases user's Wind resistance by 1% per level of Innocent.
Cryophile	Increases user's Ice resistance by 1% per level of Innocent.
Fist Fighter	When the user equips a Fist, they receive 1% more of the item's stats per level of the Innocent.
Fencer	When the user equips a Sword, they receive 1% more of the item's stats per level of the Innocent.
Lancer	When the user equips a Spear, they receive 1% more of the item's stats per level of the Innocent.
Eros	When the user equips a Bow, they receive 1% more of the item's stats per level of the Innocent.
Deadeye	When the user equips a Gun, they receive 1% more of the item's stats per level of the Innocent.
Lumberjack	When the user equips a Axe, they receive 1% more of the item's stats per level of the Innocent.
Cane Man	When the user equips a Staff, they receive 1% more of the item's stats per level of the Innocent.
Book Worm	When the user equips a Book, they receive 1% more of the item's stats per level of the Innocent.
Monster Hunter	When the user equips a Monster Weapon or Emblem, they receive 1% more of the item's stats per level of the Innocent.
Guardian	When the user equips a Fist, they receive 1% more of the item's stats per level of the Innocent.
Broker	Defeated enemies drop 1% more HL per level of Innocent.
Statistician	Defeated enemies are worth 1% more EXP per level of Innocent.
Manager	Defeated enemies are worth 1% more Mana per level of Innocent.
Sparring Partner	User receives 1% more Weapon Mastery experience per level of Innocent.
Trainer	User receives 1% more Special Skill experience per level of Innocent.
Heart's Shadow	The user receives a 1% bonus to all stats for every character in your roster that is at zero Likability with him or her.

Unique Innocents cannot be removed from their item under any circumstances. These are typically found in the rarest items in the game, although "rare" does not always mean "powerful" or even "marginally useful."

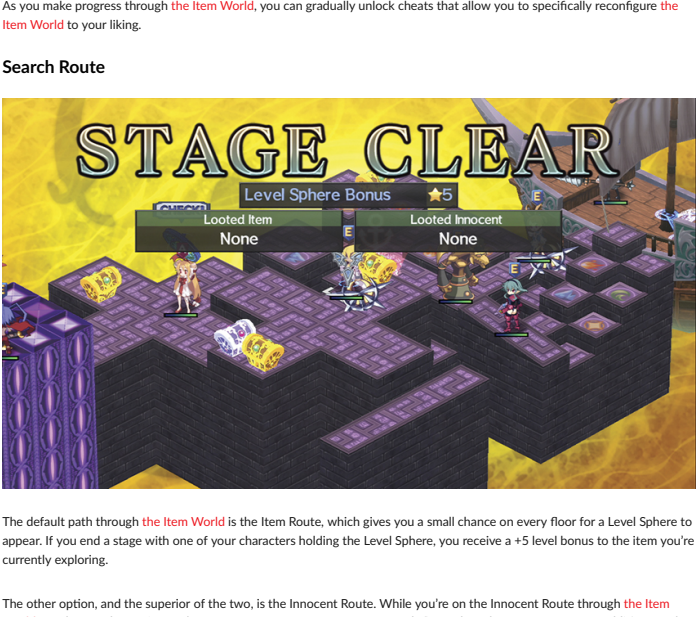
Unique Innocent	Effect	Item
All Digger	The user inflicts Paralysis status when attacking an opponent from behind.	Shovel
Beggar	Enemies in adjacent panels receive a 20% penalty to their stats.	Mushroom Charm
Berry Picker	The chance the user will participate in a Team-Up Attack goes up to 100%.	Flower Wreath
Chalkboard Scraper	Attacks against the user are 25% less accurate.	Guitar
Eraser	The user has a 50% chance to inflict a Deathblow on a target that's below 25% HP, instantly killing it.	Bunny Diary
Fold Shop	The user doesn't move from square to square anymore, but simply teleports to his or her destination, bypassing all obstacles. This allows the user to retain the effect of movement-based bonuses and Evilities.	Super Time Engine
Glutton	The user is healed by normal attacks.	Natural Sardine
Hand Shaker	The user never misses an attack.	Broken Cellphone
High Spiriter	The user can attack another unit to cure that unit's status ailments.	Megaphone
Joke Slapper	The user inflicts Confusion status when attacking an opponent from behind.	Paper Fan
Killer	The user has a 50% chance to inflict a Deathblow on a target that's below 25% SP, instantly killing it.	Death Sickle
Kinder Gardener	The user takes 25% less damage from all attacks.	Tambourine
Mana Robber	A target struck by the user's normal attack is worth 10% more Mana.	Brush
Mode Changer	The user takes 0 damage from attacks on odd-numbered turns and 0 damage from magic on even-numbered turns.	Cosplay Cat Ears
Motivator	The user takes 40% less damage from magic.	Umbrella
Partier	Geo Chains and Geo Panels that inflict damage heal the user instead.	Pizza Shield
Rubber	When the user uses a normal attack, he or she attacks twice.	Broom
Secret Trainer	The user receives 10% more stats per level while the Innocent's item is equipped.	Rising Flag
Sensationalist	The user inflicts Depraved status when attacking an opponent from behind.	Green Onion
Sun Bather	The user inflicts Sleep status when attacking an opponent from behind.	Sunflower
Sweet Tempter	The user recovers 50% HP at the end of his or her faction's turn.	Lollipop
Town Crier	The user's Counter stat goes up by 5.	Tennis Racket
Trash Talker	The user inflicts Poison status when attacking an opponent from behind.	Mic
Wuss	The user takes 40% less damage from physical attacks.	Sign

Plotting a Course

At the start of the game, a given stage in the Item World is a medium-sized platform floating in what's sometimes called the Item Sea, with a randomly generated number of Geo Panels, Geo Symbols, enemies, and the occasional treasure chest.

As you make progress through the Item World, you can gradually unlock cheats that allow you to specifically reconfigure the Item World to your liking.

Search Route



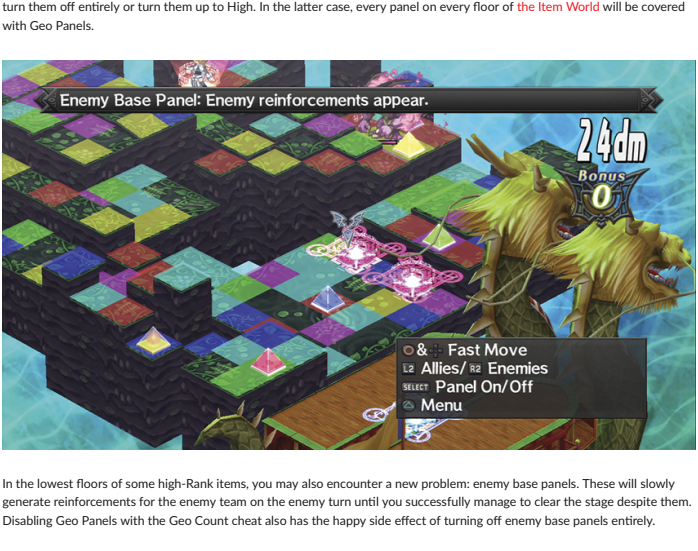
The default path through the Item World is the Item Route, which gives you a small chance on every floor for a Level Sphere to appear. If you end a stage with one of your characters holding the Level Sphere, you receive a +5 level bonus to the item you're currently exploring.

The other option, and the superior of the two, is the Innocent Route. While you're on the Innocent Route through the Item World, you have a chance for random Innocents to appear as you enter each floor. These bonus Innocents are additions to the item's population and show up alongside whatever Innocents were already in the item when you started. When you subdue an Innocent while on the Innocent Route, you also have a chance that the Innocent will gain a couple of levels in the process, providing more of whatever benefit it supplies.

The Innocent Route isn't superior because of anything mechanical concerning item levels or Innocents, but rather because it has a generally higher chance for you to receive its benefits. You can easily play for a couple of dozen hours on the Item Route without seeing any real difference, while you can dependably see bonuses from the Innocent Route several times per run through the Item World.

Geo Count

The first time you defeat the Item General on the 30th floor of the Item World, you'll unlock the Geo Count cheat. By default, every floor on the Item World has a random scattering of Geo Panels and Symbols. With the Geo Count cheat, you can either turn them off entirely or turn them up to High. In the latter case, every panel on every floor of the Item World will be covered with Geo Panels.

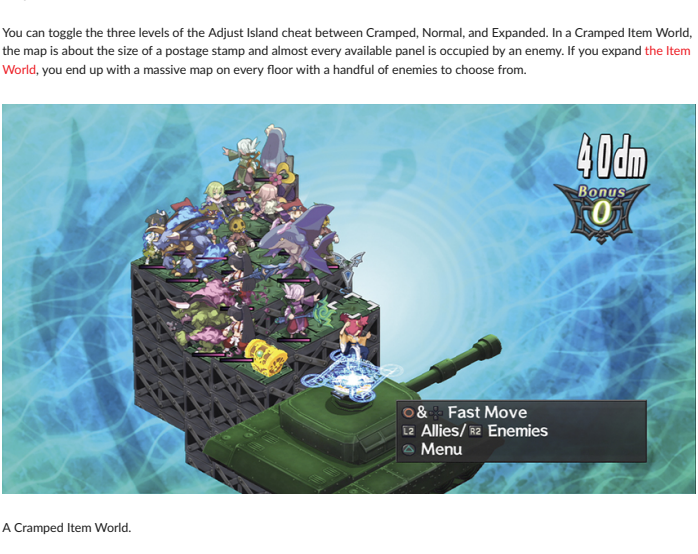


In the lowest floors of some high-Rank items, you may also encounter a new problem: enemy base panels. These will slowly generate reinforcements for the enemy team on the enemy turn until you successfully manage to clear the stage despite them. Disabling Geo Panels with the Geo Count cheat also has the happy side effect of turning off enemy base panels entirely.

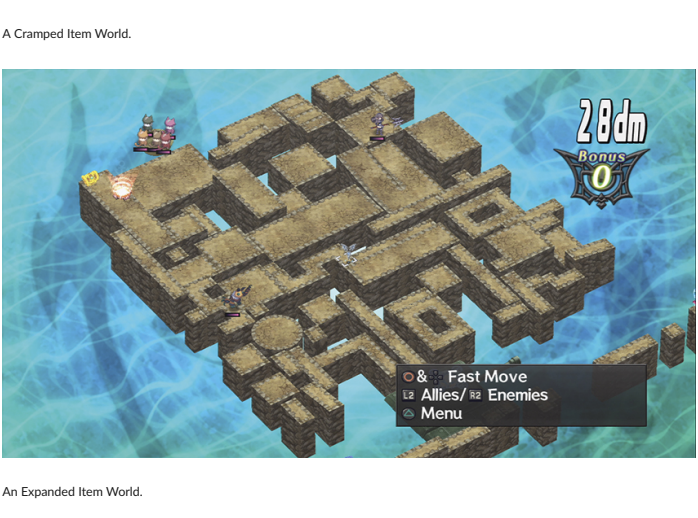
This is a quality of life adjustment. If you enjoy dealing with Geo Symbols and Panels, leave them on or turn them up. Otherwise, you can turn them off entirely to speed your progress.

Adjust Island

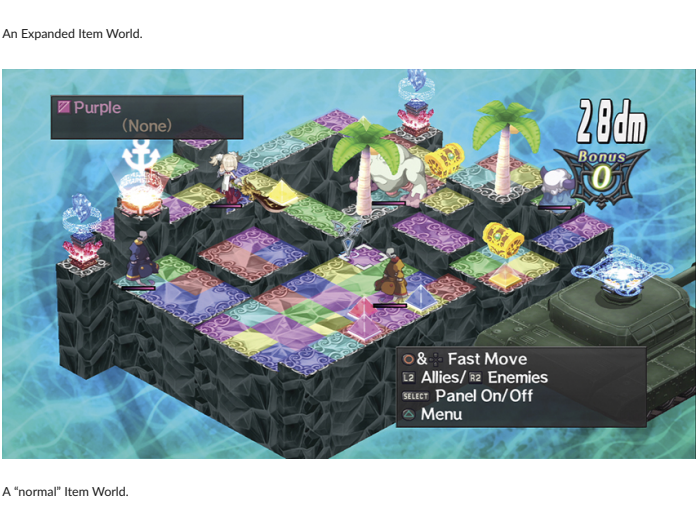
You can toggle the three levels of the Adjust Island cheat between Cramped, Normal, and Expanded. In a Cramped Item World, the map is about the size of a postage stamp and almost every available panel is occupied by an enemy. If you expand the Item World, you end up with a massive map on every floor with a handful of enemies to choose from.



A Cramped Item World.



An Expanded Item World.



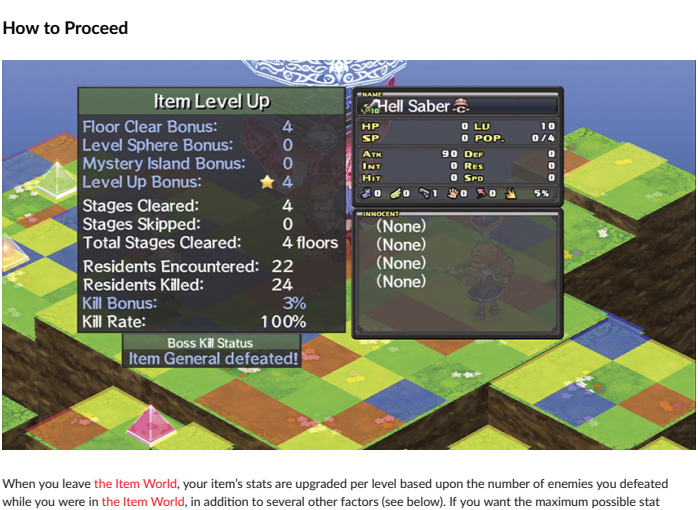
A "normal" Item World.

Pirates & Treasure

By default, in any given 10-floor stretch, you're likely to run into at least one group of Pirates. These are roving groups of enemies that are usually much higher-level than the other enemies on the floor and must be defeated to clear the stage.

With the Pirates & Treasure cheat, you can either shut them off entirely or turn up their occurrence to the point where you'll run into them every three floors or so. By the time you're below the 80th floor with the Pirates & Treasure cheat turned up to High, it's not unusual to encounter a gang of Pirates on every floor.

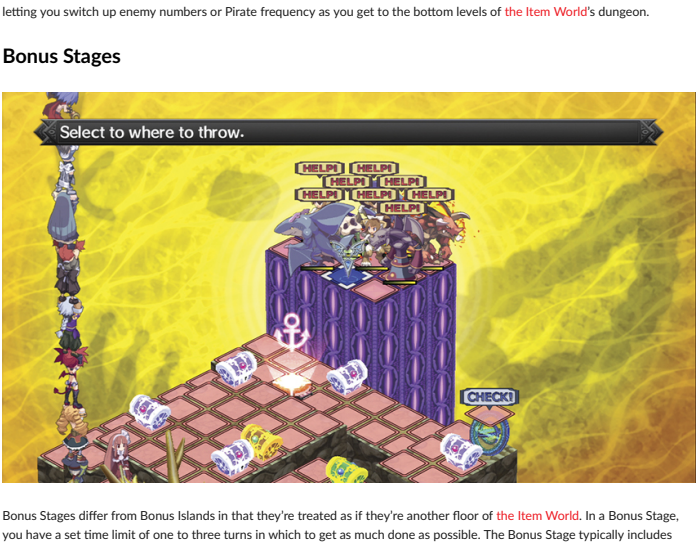
How to Proceed



When you leave the Item World, your item's stats are upgraded per level based upon the number of enemies you defeated while you were in the Item World, in addition to several other factors (see below). If you want the maximum possible stat growth, you should set the Item World options in the Cheat Shop to a Cramped island without Geo Symbols or Panels and with a High rate of Pirate appearances. The idea is to meet, fight, and defeat as many enemies as possible on your way through the Item World in order to maximize the stats on your item, and to clear floors out the old-fashioned way to make progress toward Item Prizes.

You always have the option to leave the Item World and come back later. Reentering the same item will bring you back to the Item World floor you left, ready to move on. Leaving the Item World also lets you adjust the Cheat Shop's options on the fly, letting you switch up enemy numbers or Pirate frequency as you get to the bottom levels of the Item World's dungeon.

Bonus Stages



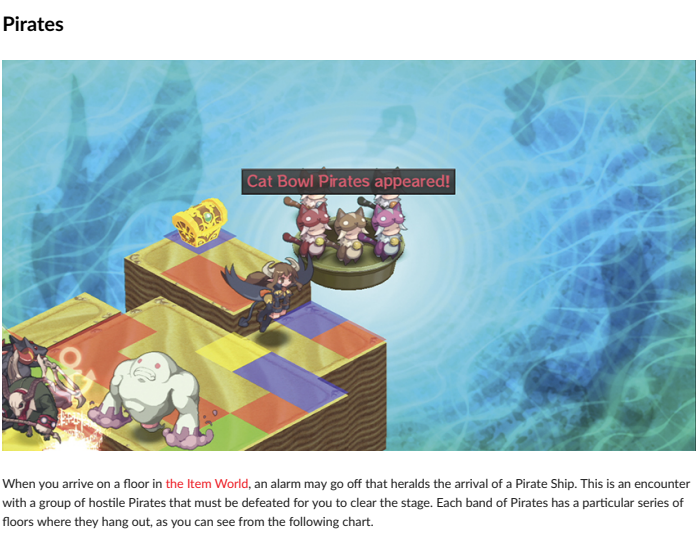
Bonus Stages differ from Bonus Islands in that they're treated as if they're another floor of the Item World. In a Bonus Stage, you have a set time limit of one to three turns in which to get as much done as possible. The Bonus Stage typically includes several treasure chests, a Level Sphere, and an assortment of randomly generated Innocents that are trapped on a distant platform, being menaced by local enemies.

HELP!
60dm
Bonus
0
Fast Move
Allies/ Enemies
Menu

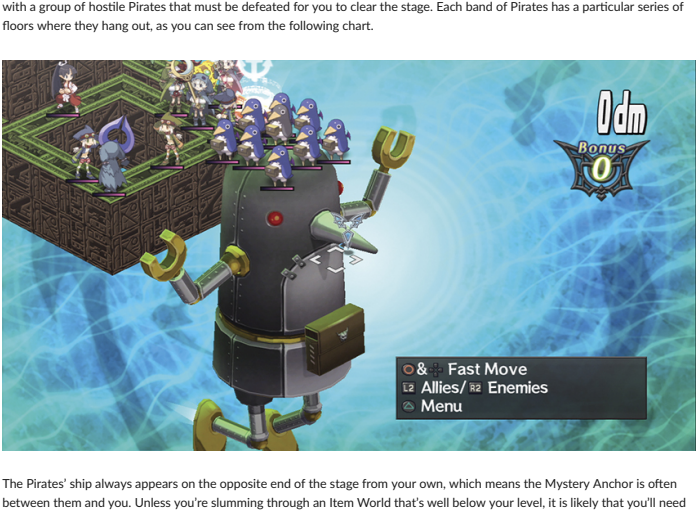
This is a tricky situation. At low levels, you generally have to pick between opening the treasure chests, going for the Level Sphere, and trying to subdue the Innocents. You can also opt to rescue the Innocents by throwing them onto your ship before time runs out.

The easiest method to get the most possible rewards out of a Bonus Stage is to use the Tower Throw Skill to toss a character with an unspent action and a good area-of-effect attack onto their platform with the Innocents. This can include Laharl once he's learned Meteor Impact EX, a Witch, a Magician, or a Fist-wielding character that knows Big Bang. When the character lands, have him or her take out as many Innocents as possible before time runs out. You can then use a second Tower Throw, time permitting, to drop a second character next to the Level Sphere and pick it up.

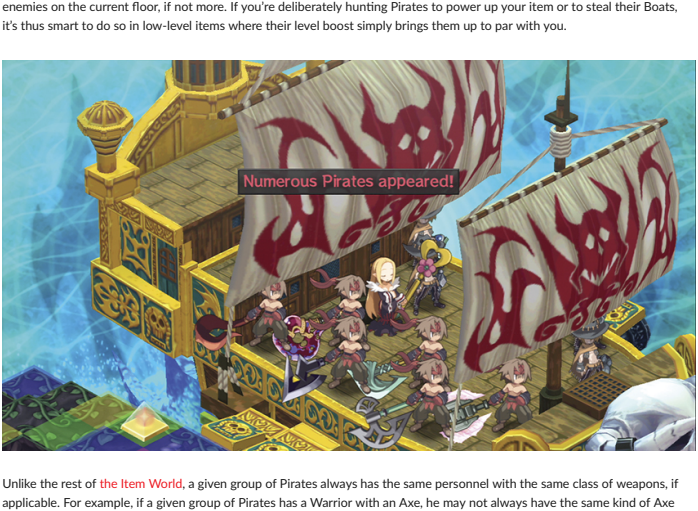
Pirates



When you arrive on a floor in the Item World, an alarm may go off that heralds the arrival of a Pirate Ship. This is an encounter with a group of hostile Pirates that must be defeated for you to clear the stage. Each band of Pirates has a particular series of floors where they hang out, as you can see from the following chart.



The Pirates' ship always appears on the opposite end of the stage from your own, which means the Mystery Anchor is often between them and you. Unless you're slumming through an Item World that's well below your level, it is likely that you'll need to use that Anchor to escape from the Pirates. It is not unusual for the Pirates' average level to be over twice that of the other enemies on the current floor, if not more. If you're deliberately hunting Pirates to power up your item or to steal their Boats, it's thus smart to do so in low-level items where their level boost simply brings them up to par with you.

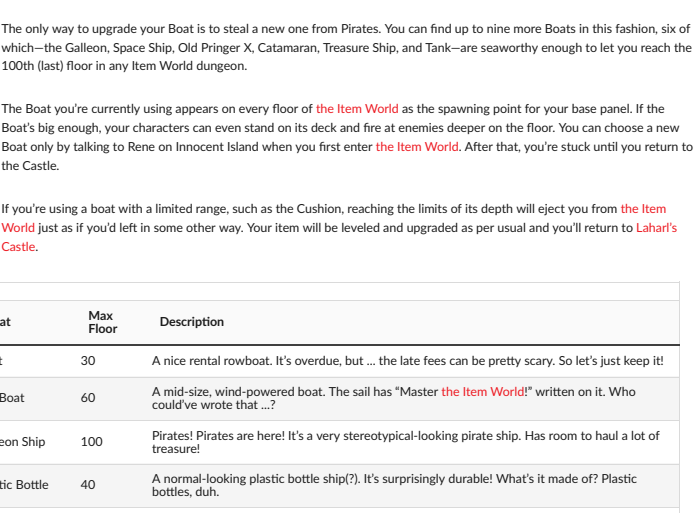


Unlike the rest of the Item World, a given group of Pirates always has the same personnel with the same class of weapons, if applicable. For example, if a given group of Pirates has a Warrior with an Axe, he may not always have the same kind of Axe but he will always have an Axe.

Pirates	Boat	Floors Where Encountered (Item Route)	Floors Where Encountered (Innocent Route)	Personnel
Bodacious	Space Ship	75–99	75–99	A Nekomata heads up a crew of two Succubi, two Armor Knights with Spears, two Magic Knights with a Sword and a Staff, and two Beast Masters with Bows. Four treasure chests are on the deck.
Cat Bowl	Cat Bowl	10–99	10–64	Five Slumber Cats of ranks 1, 3, 4, 5, and 6.
Celeb	Treasure Ship	30–99	30–99	Five Gargoyles defend a Minotaur and his two Succubi bodyguards. Their ship is also loaded with treasure chests.
Convoy	Treasure Ship	30–99	30–99	Six Warriors with Swords defend a single Armor Knight armed with an Axe and three treasure chests.
Cougar	Catamaran	20–99	20–60	Two Ghosts, three Clergy, and three Magicians. All the humanoids are armed with Lollipops, so they regenerate 50% of their max HP at the end of the enemy turn.
Dragon	Catamaran	55–99	55–99	Two Shark Dragons, two Ifrit, and two Evil Dragons.
Gunslinger Hat	Galleon Ship	10–99	10–99	A Gunner captain leads a crew of a Killer Armor, a Masked Hero, a Lantern, a Cleric, a Prinny, a Death, a Rifle Demon, and a Magic Knight.
Kowtow	Cushion	10–99	10–64	A single Lady Samurai armed with a Sword.
Masked Knight	Space Ship	80–99	80–99	Six Masked Heroes, one of every rank. Each is armed with a Paper Fan.
Mineral Water	Plastic Bottle	25–99	25–99	Five Sea Angels of ranks 2, 3, 4, 5, and 6.
Muddy	Metal Bucket	10–99	10–64	Four Sludges surrounding a single Zombie.
Numerous	Treasure Ship	30–99	30–99	Six Warriors with Axes and six Gunners with Guns defend a Staff-wielding Cleric. A Sword-wielding Martial Artist is their lookout.
Prinny	Old Pringer X	95–99	95–99	Eight rank 1 Prinnies surrounding their Prinny God captain.
Super Evil	Tank	55–99	55–99	Two rank 1 Ifrits, two rank 1 Shark Dragons, one rank 6 Ifrit, one rank 4 Shark Dragon, and a Sea Angel roll in with a single treasure chest.
Recycling	Boat	10–99	5–99	Two Mothmen, a Male Angel, a Ninja, a Warrior, a Martial Artist, and a Thief. All humanoids are armed with Books. Literacy has never been so deadly.
Tower	Cushion	30–99	30–99	A Priest, a Valkyrie, a Witch, an Archer, a Cleric, a Sorcerer, a Female Angel, a Lady Samurai, an Armor Knight, and a very uncomfortable Rifle Demon are standing in a tower.

Boats

At the start of your journey into the Item World, you have an old Boat and will soon be able to upgrade to a Sail Boat. That will only take you as far down as the 60th floor, however, and to get any deeper, you'll need a cooler ride.



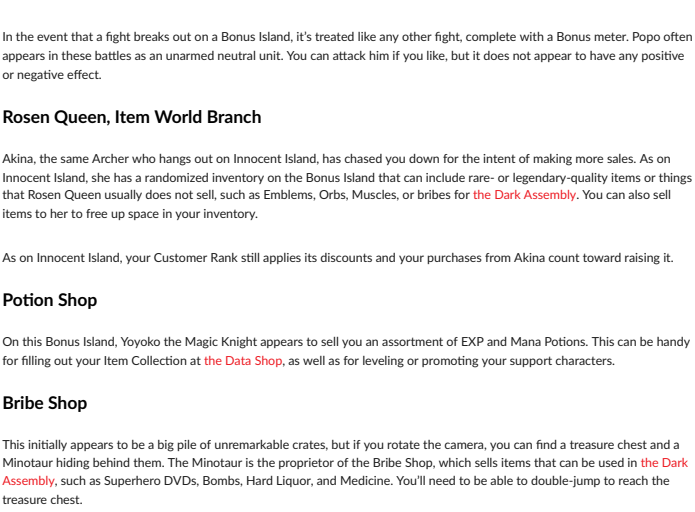
The only way to upgrade your Boat is to steal a new one from Pirates. You can find up to nine more Boats in this fashion, six of which—the Galleon, Space Ship, Old Pringer X, Catamaran, Treasure Ship, and Tank—are seaworthy enough to let you reach the 100th (last) floor in any Item World dungeon.

The Boat you're currently using appears on every floor of the Item World as the spawning point for your base panel. If the Boat's big enough, your characters can even stand on its deck and fire at enemies deeper on the floor. You can choose a new Boat only by talking to Rene on Innocent Island when you first enter the Item World. After that, you're stuck until you return to the Castle.

If you're using a boat with a limited range, such as the Cushion, reaching the limits of its depth will eject you from the Item World just as if you'd left in some other way. Your item will be leveled and upgraded as per usual and you'll return to Laharl's Castle.

Boat	Max Floor	Description
Boat	30	A nice rental rowboat. It's overdue, but ... the late fees can be pretty scary. So let's just keep it!
Sail Boat	60	A mid-size, wind-powered boat. The sail has "Master the Item World!" written on it. Who could've wrote that ...?
Galleon Ship	100	Pirates! Pirates are here! It's a very stereotypical-looking pirate ship. Has room to haul a lot of treasure!
Plastic Bottle	40	A normal-looking plastic bottle ship(?). It's surprisingly durable! What's it made of? Plastic bottles, duh.
Metal Bucket	10	It's a normal Metal Bucket. It's very hard to navigate and capsizes easily. Recommended for advanced sailors only.
Space Ship	100	The last ship of the Ultra Galaxy Space Navy's 666th Guerillan Fleet. That sounds cool enough, right?
Cushion	3	Is this a ship? No, it's a cushion. It's surprisingly resistant to water but ... it sinks right away ...
Old Pringer X	100	A mysterious ship modeled after the legendary robot, Pringer X. No one knows who made it or when.
Catamaran	100	A ship that looks like two ships. It's sturdy and can sail long distances. The two sides of the ship fight sometimes.
Treasure Ship	100	A very luxurious-looking ship. Since its treasures always get stolen, the crew needs to steal to replenish it.
Tank	100	It's very durable, but sinks when you open the top. The musty smell inside can be overwhelming. Some just let it sink.

Bonus Islands


Those who live here are eccentric, so if you talk to them, something good might happen, meow.
SKIP

When you're moving between islands in the Item World, there's a chance you'll end up on a Bonus Island. These are extra stages that don't count as floors but offer you any of a variety of potential bonuses, although they might not be immediately obvious. You can leave at any time by speaking with Popo the Slumber Cat.

The characters you encounter on Bonus Islands close up shop after a single interaction. Once you back out of their menu or avail yourself of their services, they're done for the duration and your only real option is to leave. If you keep talking to them after your business with them is concluded, many will eventually grow upset with your sass and attack you on the spot. Do not do this unless you think you can handle them in a fight.

In the event that a fight breaks out on a Bonus Island, it's treated like any other fight, complete with a Bonus meter. Popo often appears in these battles as an unarmed neutral unit. You can attack him if you like, but it does not appear to have any positive or negative effect.

Rosen Queen, Item World Branch

Akina, the same Archer who hangs out on Innocent Island, has chased you down for the intent of making more sales. As on Innocent Island, she has a randomized inventory on the Bonus Island that can include rare- or legendary-quality items or things that Rosen Queen usually does not sell, such as Emblems, Orbs, Muscles, or bribes for the Dark Assembly. You can also sell items to her to free up space in your inventory.

As on Innocent Island, your Customer Rank still applies its discounts and your purchases from Akina count toward raising it.

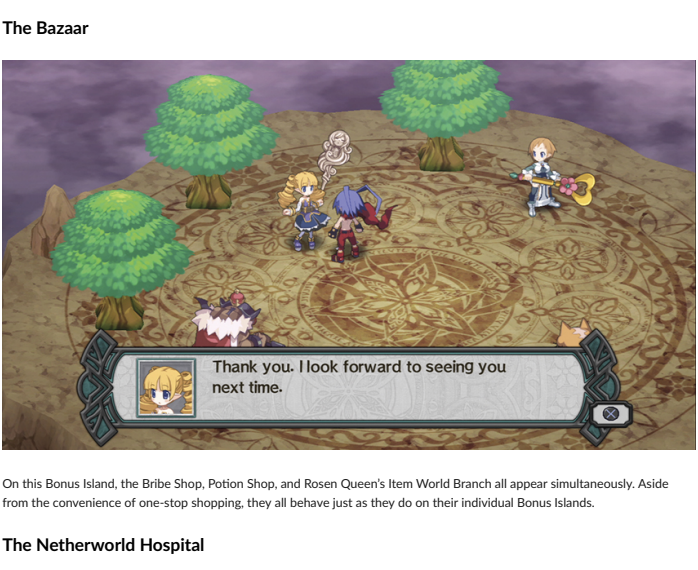
Potion Shop

On this Bonus Island, Yoyoko the Magic Knight appears to sell you an assortment of EXP and Mana Potions. This can be handy for filling out your Item Collection at the Data Shop, as well as for leveling or promoting your support characters.

Bribe Shop

This initially appears to be a big pile of unremarkable crates, but if you rotate the camera, you can find a treasure chest and a Minotaur hiding behind them. The Minotaur is the proprietor of the Bribe Shop, which sells items that can be used in the Dark Assembly, such as Superhero DVDs, Bombs, Hard Liquor, and Medicine. You'll need to be able to double-jump to reach the treasure chest.

The Bazaar



On this Bonus Island, the Bribe Shop, Potion Shop, and Rosen Queen's Item World Branch all appear simultaneously. Aside from the convenience of one-stop shopping, they all behave just as they do on their individual Bonus Islands.

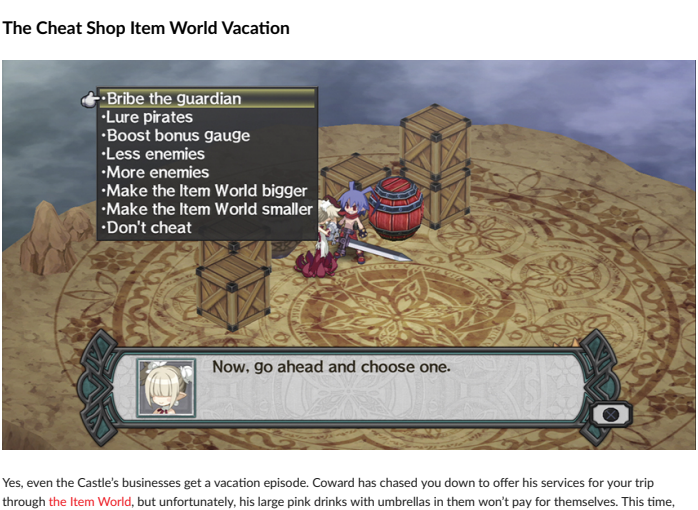
The Netherworld Hospital

Soukichi the Ninja opens a special branch of the Netherworld Hospital on this Bonus Island, attended by a pair of Alraunes. As on Innocent Island, Soukichi will restore your characters to life and/or full HP and SP for a reasonable fee.

I'm hung over!
Don't talk to me!

The Alraune standing off to the side is hung over and will attack you if you talk to her too often. In the event that she goes hostile, both Soukichi and the Alraune countergirl will join in the attack.

The Cheat Shop Item World Vacation


Bribe the Guardian
Lure pirates
Boost bonus gauge
Less enemies
More enemies
Make the Item World bigger
Make the Item World smaller
Don't cheat
Now, go ahead and choose one.

Yes, even the Castle's businesses get a vacation episode. Coward has chased you down to offer his services for your trip through the Item World, but unfortunately, his large pink drinks with umbrellas in them won't pay for themselves. This time, you're going to have to part with some cash. You can also simply leave without taking advantage of his services.

Bribe the Guardian

This allows you to pay HL to bribe the Guardians into taking the day off. 50,000 HL gets you five Guardian-free floors, 100,000 HL gets you 10, and 1,000,000 HL gets you 20. Those floors will have unguarded Mystery Anchors, letting you progress more quickly.

Lure Pirates

For 1,000 HL, you can guarantee that the next floor you enter will be attacked by Pirates. The specific group is random, but you're guaranteed an encounter.

Boost Bonus Gauge

For 1,000 HL, you get three free levels on the Bonus Meter on the next floor you enter. For 100,000 HL, you get all nine.

Less Enemies

This lets you cut the number of enemies you deal with on each stage by anywhere from a half to a quarter, depending on the size of the stage. 100,000 HL puts the change into place for the next five floors, and 1,000,000 HL fixes it for 10 floors.

More Enemies

For 1,000 or 10,000 HL, you can add more enemies to the next five or 10 floors.

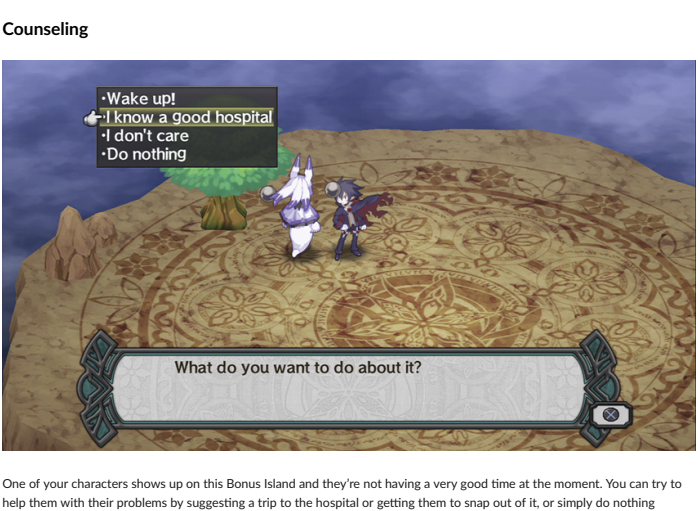
Make the Item World Bigger

For 1,000 HL or 10,000 HL, you can shift the islands' size up for the next five or ten floors. This cheat does not affect the number of enemies present on each stage, but changes each floor's layout as if you'd turned up the Adjust Island cheat back in the Castle's Cheat Shop. You'll end up with your predetermined number of enemies scattered across a truly enormous map. If you're already playing on expanded maps, this cheat is a waste of money.

Make the Item World Smaller

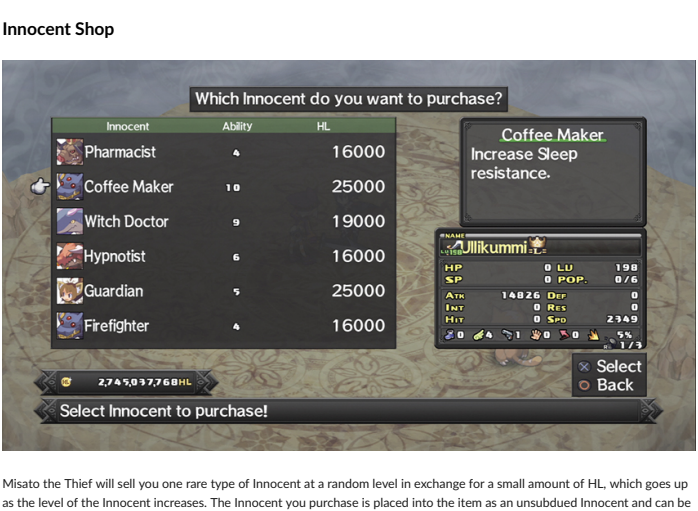
For 1,000 HL or 10,000 HL, you can shift the islands' size down for the next five or 10 floors. As with the previous cheat, this changes the floor's layout to "Cramped" status but doesn't change the average number of enemies you run into. If you're already playing on a Cramped map, this cheat has no real effect.

Counseling



One of your characters shows up on this Bonus Island and they're not having a very good time at the moment. You can try to help them with their problems by suggesting a trip to the hospital or getting them to snap out of it, or simply do nothing instead. If you pick the right option, which appears to be randomized, your current main character will gain a full heart of Likability with the afflicted character. If you pick wrong, nothing changes and all you can do is leave.

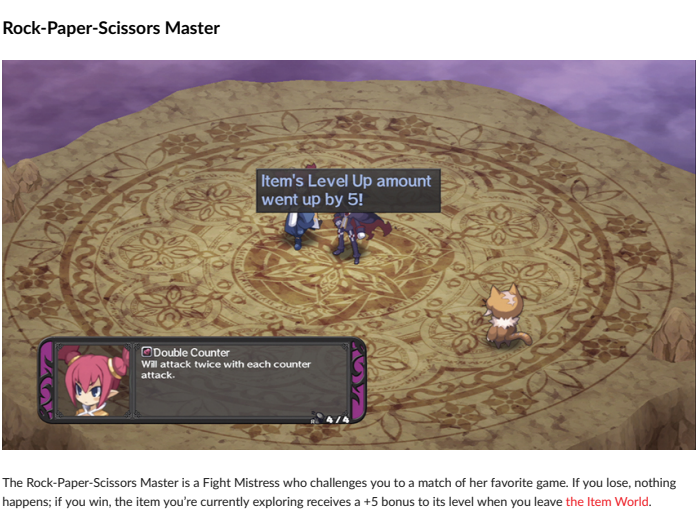
Innocent Shop



Misato the Thief will sell you one rare type of Innocent at a random level in exchange for a small amount of HL, which goes up as the level of the Innocent increases. The Innocent you purchase is placed into the item as an unsubdued Innocent and can be found and defeated in the usual fashion.

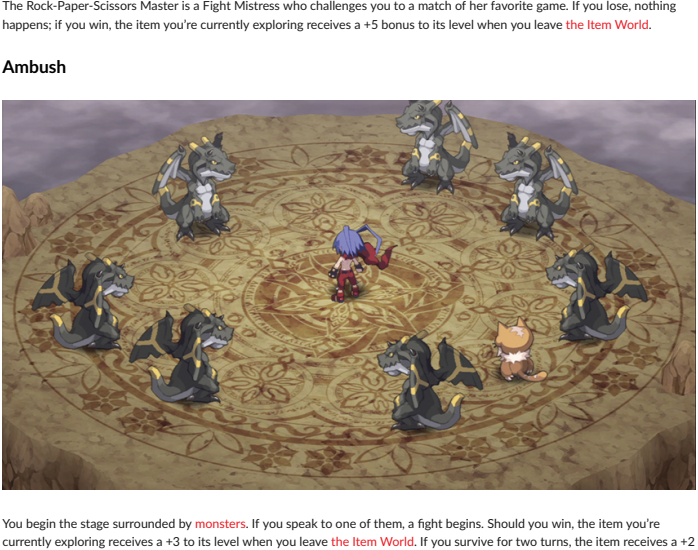
The sale cannot proceed if there's no space left for Innocents in the item you're exploring.

Rock-Paper-Scissors Master


Item's Level Up amount went up by 5!
Double Counter
Will attack twice with each counter attack.

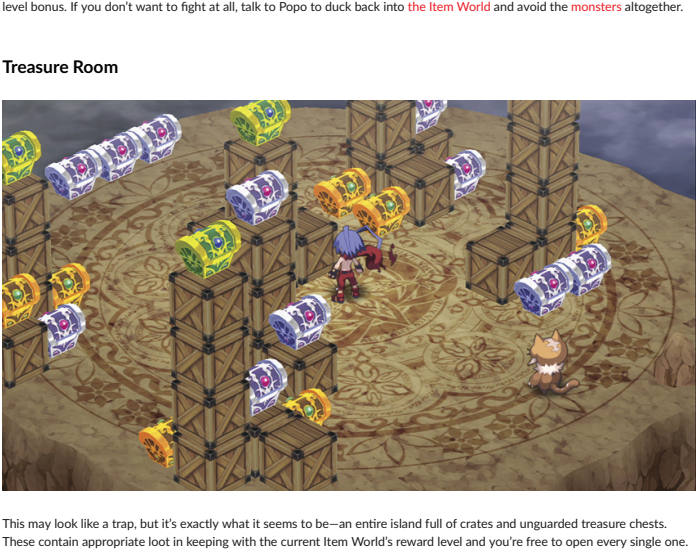
The Rock-Paper-Scissors Master is a Fight Mistress who challenges you to a match of her favorite game. If you lose, nothing happens; if you win, the item you're currently exploring receives a +5 bonus to its level when you leave the Item World.

Ambush



You begin the stage surrounded by monsters. If you speak to one of them, a fight begins. Should you win, the item you're currently exploring receives a +3 to its level when you leave the Item World. If you survive for two turns, the item receives a +2 level bonus. If you don't want to fight at all, talk to Popo to duck back into the Item World and avoid the monsters altogether.

Treasure Room



This may look like a trap, but it's exactly what it seems to be—an entire island full of crates and unguarded treasure chests. These contain appropriate loot in keeping with the current Item World's reward level and you're free to open every single one. You do need to be able to double-jump to collect them all (see the relevant bill in the Dark Assembly, and even then, you'll end up having to open some of the treasure chests while in midair.

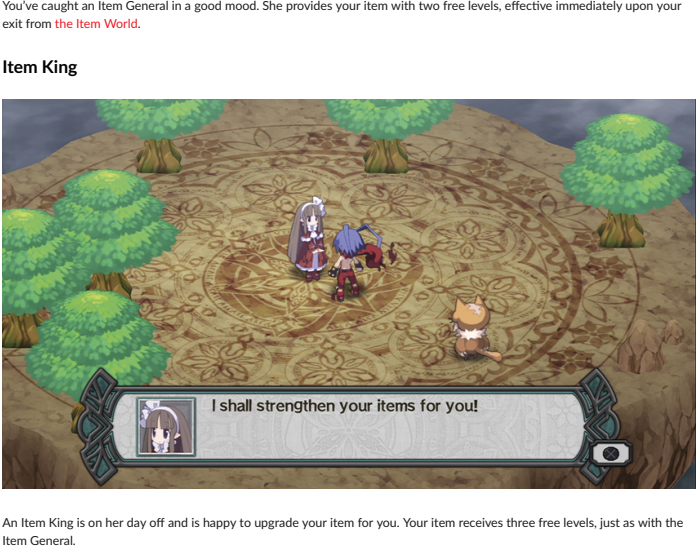
Treasure Dragon

An Evil Dragon is, as Evil Dragons do, guarding one to three treasure chests. You can take him on to loot the chests in the ensuing fight, or skip out on it by talking to Popo first. You must destroy the treasure chests during the fight with the Evil Dragon to collect the loot inside; simply killing the Dragon won't give you the rewards.

Item General

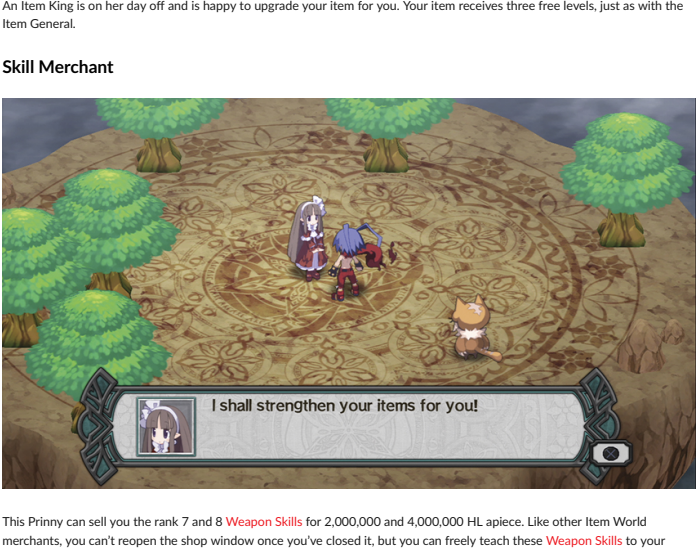
You've caught an Item General in a good mood. She provides your item with two free levels, effective immediately upon your exit from the Item World.

Item King



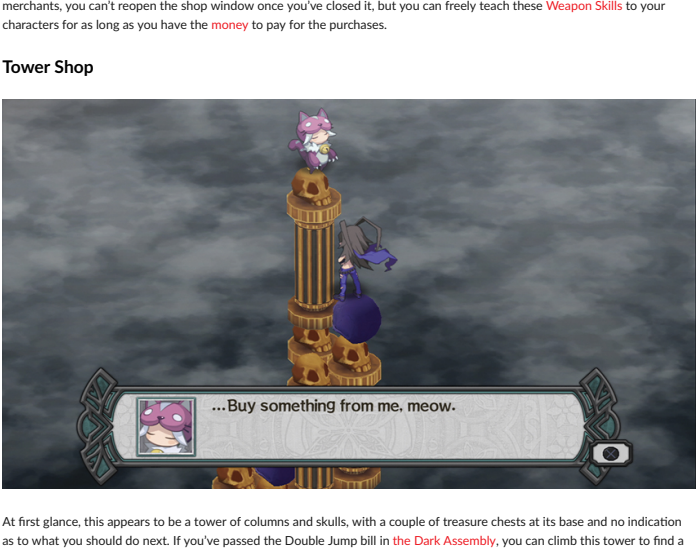
An Item King is on her day off and is happy to upgrade your item for you. Your item receives three free levels, just as with the Item General.

Skill Merchant



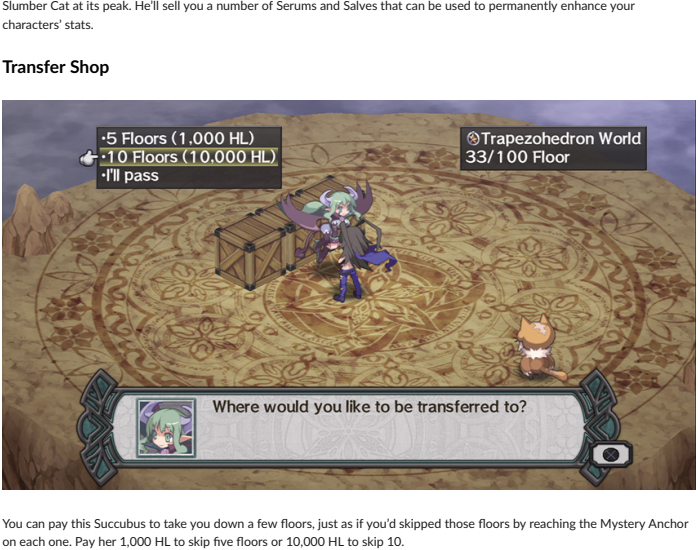
This Prinny can sell you the rank 7 and 8 Weapon Skills for 2,000,000 and 4,000,000 HL apiece. Like other Item World merchants, you can't reopen the shop window once you've closed it, but you can freely teach these Weapon Skills to your characters for as long as you have the money to pay for the purchases.

Tower Shop



At first glance, this appears to be a tower of columns and skulls, with a couple of treasure chests at its base and no indication as to what you should do next. If you've passed the Double Jump bill in the Dark Assembly, you can climb this tower to find a Slumber Cat at its peak. He'll sell you a number of Serums and Salves that can be used to permanently enhance your characters' stats.

Transfer Shop



You can pay this Succubus to take you down a few floors, just as if you'd skipped those floors by reaching the Mystery Anchor on each one. Pay her 1,000 HL to skip five floors or 10,000 HL to skip 10.

Item Prizes

Much like the Netherworld Hospital, the Item World has a rewards program. Minato keeps track of each floor you clear out and will give you special prizes at certain plateaus. The first few are the hardest and also have the least interesting rewards, but after you get over that hump, she starts handing out "Joke" weapons that have both unique models and unique Innocents.

For a given floor to count toward your next Item World Prize, you must actually clear it out the old-fashioned way, by killing every enemy unit within it. Floors that you skip via the Mystery Anchor or via the Transfer Shop do not add to your total and won't get you any closer to the next Prize.

Several of the items on the Item World Prize list cannot be obtained in any other way, but are required for you to complete your item collection and thus unlock the Item Hoarder Trophy.

Item	Floors
Dark Rosary	30
Devil Ring	60
Feather Token	120
Sophia's Mirror	240
Pravda Pendant	480
Tennis Racket	600
Sunflower	720
Paper Fan	840
Umbrella	960
Natural Sardine	1080
Rising Flag	1200
Green Onion	1320
Shovel	1440
Brush	1560
Mic	1680
Brush	1800
Sign	1920
Tambourine	2040
Flower Wreath	2160
Megaphone	2280
Toy Hammer	2400
Lollipop	2520
Puppy Paw Stick	2640
Guitar	2760
Referee Fan	2880
Death Sickle	3000

Charts

Charts

We've put it off for long enough. Now it's time to get into some serious, hard-core number-crunching. Here you'll find all of the charts, data, and raw arithmetic you need to plot out your path to Disgaea dominance ... or alternatively, you could probably use them to stun a yak. There are a lot of charts.

First, let's handle the characters you'll be controlling while playing Disgaea D2.

Most of the monsters and enemies you fight are mechanically identical to the characters you can create for your own use in the Dark Assembly. This is why the enemy data in the walkthrough may have seemed like it was a little bare-bones: you can use this section to figure out raw stats per level for just about anything you'll fight over the course of the game. As for the handful of truly unique antagonists, you can find their stats at the end of this section.

Base Stats

These are the stats the character has at level 1, before any modifications are applied.

Base Movement Stats

These are the character's base Move, Jump, Throw, Crit, Counter, and elemental resistance stats. Unlike the main eight statistics, these stats do not improve on their own. You can raise them using equipment, Senate proposals, buffs, and some Evilities, but they do not go up as you level.

Weapon Mastery

Every humanoid character enters play with a preset rank with the eight types of humanoid weapons. This rank determines how quickly the character earns Weapon Mastery experience, and thus how fast the character accumulates Weapon Skills and bonuses with that type of weapon.

In-game, this rank is listed as a grade system going from E to S. It's listed numerically here to show off some of the otherwise invisible math that governs Weapon Mastery. As you'll see as you read through this section, several jobs have odd numbers in a particular Mastery, and knowing the hidden math lets you figure out how to apply Mastery bonuses from apprenticeships or Reincarnation.

- E = 0–4
- D = 5–9
- C = 10–14
- B = 15–19
- A = 20–24
- S = 25–35

Since monsters do not have Weapon Mastery, this section is omitted on their pages.

Evility

Every character has at least one Evility, which is a passive buff granted by the character's job. These become available right at level 1. You can give characters a second Evility with the Demon Connect system. Once a character's Evility has been taken, it will stay gone until the character Reincarnates, at which point he or she will either reacquire his or her original Evility or be able to pick a new one from his or her class's standard list.

Skills

Many Special Skills are inherent to a character or a job, and are learned at a particular level. This will tell you what a character learns and when.

For jobs that do not have any inherent Skills, such as the Valkyrie or Martial Artist, this section is blank.

Charts

The Main Characters

Note

You can switch freely between Laharl and Flonne's two forms and their attached Evility in the Post-Game by passing a bill in the Dark Assembly. Doing so does not reset their Evilities.

Tip

Since unique characters have not gone through the character creation process, they haven't had the chance to pick a Weapon Mastery in which to specialize (also known as a Weapon Forte in the creation process). You can get an extra rank in a unique character's preferred Weapon Mastery if you rush through an early Reincarnation. This is best done early in the game to take advantage of the extra time to earn Weapon Mastery experience.

Laharl/Lady Laharl

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
28	12	20	18	15	13	14	16	5	20	5	6%	2	50%	0%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
120%	100%	120%	100%	100%	100%	100%	110%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
20	12	20	18	15	13	14	16

Evility

Evility	Version	Effect
Overlord's Dignity	Laharl	Increase stats by 10% per unit defeated.
Overlord's Pride	Lady Laharl	Increase stats by 25% per higher-level unit defeated.

Skills

Skills	Level Gained
Blazing Knuckle	8
Overlord's Wrath	42
Meteor Impact EX	100
Overlord Dimension	150

As per traditional rules for an RPG protagonist, Laharl is a well-balanced character with one significant weakness, and that's his vulnerability to Ice magic. It isn't much overall, but it's enough that if Laharl dies in the field, it was probably due to an enemy spellcaster. You can compensate for this weakness by installing Cryophile Innocents in Laharl's gear or by bringing a Magic Knight with the Spirit Protection Evility. A sneakier option in the long term is to give Laharl a Shark Dragon's Water Dominance Evility, which causes all Ice- and Water-based attacks used on him to inflict no damage. Enemies will then waste a lot of actions trying to exploit a vulnerability that Laharl only appears to have. Another option for a second Evility is to give Laharl Porkmeister's Loyalty Evility, which amounts to giving Laharl a constant 30% stat boost that cannot be overwritten or dispelled.

In the mid to late game, Overlord's Wrath and Meteor Impact EX are two of the most powerful and effective area-of-effect moves at your disposal. That plus Laharl's natural specialization with Swords lets him occupy a niche as your go-to character when you want to sweep an area clean of enemy life.

Overlord's Dignity vs. Overlord's Pride

During Episode 4, when Laharl is forcibly transformed into a girl, his/her Evility changes to Overlord's Pride, which gives her a 25% boost to her stats if she lands the killing blow on a higher-level opponent. In the Post-Game, you can pass the I Wanna Be More Popular bill in the Dark Assembly to transform Laharl back into Lady Laharl, although the switch applies only during combat; Laharl will still be in boy mode for dialogue and cutscenes.

Mechanically, Dignity trumps Pride most of the time. Pride is very useful, however, in the period immediately following a Reincarnation, when virtually everything you're fighting will be higher-level than Laharl.

It's also worth mentioning that Overlord's Dignity has a loophole in that it does not specify that you have to defeat enemy units. You can give Laharl a quick power boost at the start of a map by letting him kill a couple of level 1 throwaway characters, as long as you're comfortable sacrificing spots on your roster.

Etna

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
25	14	18	20	18	16	17	16	4	25	4	8%	2	-25%	50%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
110%	100%	110%	120%	100%	100%	110%	100%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
10	10	20	10	20	20	15	15

Evility

Evility	EFFECT	NOTE
Sadistic	If target has full health, damage dealt is increased by 50%.	-
The Last Majin	Increase stats by 100% if all ally units on map are Prinnies.	Acquired after clearing the Final Episode and seeing the true ending.

Skills

Skills	Level Gained
Prinny Raid	8
Sexy Beam	42
Chaos Impact	100
Dead End Chaos	Pass the Learn New Skill bill with Etna in the Dark Assembly during the Post-Game.

It's worth having someone along to wield a Spear, and that someone might as well be Etna. She's equally good with a Gun or Axe, but a Spear has a lot of advantages in the early to mid-game, including range, combo potential, and its inherent DEF bonus. Etna is as well-rounded as Laharl is, but sacrifices a bit of damage for higher defensive potential. That's often more useful.

Whatever you do, the Sadistic Evility makes her one of the best candidates for starting a Combo Attack. Sexy Beam has an eccentric area of effect that makes it difficult to use, but Prinny Raid gives Etna some ranged ability and Chaos Impact is surprisingly effective for clearing out a group of enemies. Etna is an excellent character for landing the first strike. Like Laharl, she has a significant elemental vulnerability that enemies will try to exploit, although hers is to Fire, and which you can compensate for in similar ways.

When you get to the Post-Game, one of your first moves should be to take Etna to the Dark Assembly and pass the Learn A New Skill proposal. This teaches Etna Dead End Chaos, a single-target Special Skill that can do an absurd amount of damage.

In the event that you apply a second Evility to Etna during the Post-Game, it overwrites The Last Majin. If you then delete the taken Evility using the appropriate bill in the Dark Assembly, The Last Majin will reappear.

Sicily

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
23	14	14	19	20	14	16	12	5	25	3	4%	1	25%	25%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
110%	100%	100%	110%	120%	110%	100%	100%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
5	5	15	10	10	10	20	25

Evility

Evility	EFFECT
Li'l Sis Aura	Elemental damage taken is decreased by 75%.

Skills

Skills	Level Gained
Shield	1
Magic Wall	1
Angelic Knuckle	8
Prinny Parade	42
Sicily Delivery	100

As with Flonne, Sicily really takes off if you take the time to give her a second Evility. With Sicily, that second Evility is a Priest's Book of Magic, which gives her the same benefits to her spells while she has a Book equipped as are usually exclusive to the Staff. Sicily's natural specialization with Books is simply too good to pass up, and Book of Magic makes it possible for her to use other spells with a high degree of proficiency.

It's tempting to assign Sicily a role in your back row as a support magician, since you'll probably first gain access to Shield and Magic Wall when she joins your crew, but don't disregard Li'l Sis Aura. Between her baseline elemental resistances, Li'l Sis Aura, and her own Magic Wall spell, Sicily can shrug off most incoming magical damage, which makes her a potent unit to field against enemy spellcasters. Books don't make bad melee weapons, strangely enough, but Sicily's natural Aptitudes make her more suited toward learning attack spells. Teach her Resist Break by apprenticing her to a Ninja or Sorcerer. That way Sicily can wade through an enemy's spells, break his or her RES, and then open up with Star or a Book Skill.

Flonne/Pure Flonne

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
22	17	15	15	17	20	19	14	4	20	4	4%	2	50%	50%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
100%	120%	100%	100%	120%	130%	120%	90%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
5	10	10	20	15	5	25	20

Evility

Evility	Version	Effect
Heart of Affection	Flonne only.	Increase stats by 10% when using healing magic to heal units to max HP.
Dangerous Revival	Pure Flonne only.	When healed, stats increased by percentage of HP healed.

Skills

Skills	Level Gained
Heal	1
Espoir	7
Love Knuckle	8
Extreme Love!*	8
Mega Heal	10
Giga Heal	25
Holy Arrows	42
Omega Heal	50
Flonnezilla	100
Tera Heal	100

One of the things that separates the novice Disgaea player from the veteran is their opinion of Flonne. Heart of Affection is one of the most potent personal enhancement Evilities in the game, as it conveys a 10% stat bonus for every unit Flonne successfully restores to 100% HP, including herself. The amount of health she had to restore does not matter when it comes to triggering the Evility; if Flonne heals someone for 1 HP or 100,000, she still gets her 10%. This bonus tops out at 200% of Flonne's default stats. In conjunction with her surprisingly flexible unique Skills, Flonne can be built up to be a powerful damage dealer and the backbone of your roster's support crew, as the longer the fight goes, the more powerful she gets. You can get it started early by removing Flonne's gear, then equipping accessories that give her a boost to max HP. At the start of your next fight, Flonne will be "damaged" and can heal herself to jump-start her Evility.

It's well worth grinding both Mana and Likability early in the game to give Flonne a Cleric's Advanced Healing Evility, because it tags an extra 25% of a target's maximum HP onto the user's Heal spells. That almost guarantees that Flonne will bring her targets back to full health and thus get the benefit from Heart of Affection.

Pure Flonne, on the other hand, is a little trickier to work with. Dangerous Revival is a very potent Evility for a character that's playing a "meat shield" role, such as an Armor Knight or Barbara, but Flonne herself isn't particularly well-suited to the kind of front-line position that would get the most use out of it. It's worth switching her to Pure mode to swipe her Evility for someone else, but for most of the situations in the Post-Game, Heart of Affection is simply too powerful to forego.

Lanzarote

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
22	16	14	15	16	18	21	16	5	25	4	4%	1	25%	25%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
90%	110%	90%	100%	100%	120%	130%	110%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
5	10	15	25	15	5	15	5

Evility

Evility	EFFECT
Vocal Mind Control	Increase stats of ally units by 4%, decrease stats of enemy units by 4%.

Skills

Skills	Level Gained
Braveheart	1
Magic Boost	1
Jump Jump Jump!	1
Move!	1
Counter Classes	20
Target Lock	30
Speed Boost	30
Only Crits!	40
Throw!	60
Magic Extender	80

Lanzarote's a weird character. She has no unique Skills of her own. Instead, she learns most of the buff spells in the game, most of which are listed as "Monster Skills" at the Data Shop. It is possible that "Lanza" is a very cleverly disguised Sea Angel.

In a game where a Staff and its associated Weapon Mastery weren't quite so important for spellcasting, or where buff spells lasted a little longer, Lanzarote would be an excellent member of your support crew. Without the range and area buffs from a Staff, however, Lanzarote's buffs are mostly going to end up targeting herself, and by the time she has both Target Lock and Braveheart active, that leaves her with very little time in which to actually attack an opponent.

Vocal Mind Control doesn't do much on paper, but it works on the entire field at once, it buffs your entire team, and it debuffs the entire enemy team. If you're in a tight spot, Lanzarote's presence on the field is a potential game-changer, particularly late in the game when a 4% stat buff can mean anywhere from a few dozen to several billion points one way or the other. You can deploy her right before your attacks go off to deduct a target's DEF while you buff your own ATK, and then put her away immediately afterward.

Since most of her practical utility comes from that Evility, however, you're better off giving it to a Sea Angel or Priest via Demon Connect and leaving Lanzarote back in the Castle to pursue her musical career. She just doesn't bring enough to the table on her own merits to justify regular use.

Barbara

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
33	10	20	24	8	22	15	8	4	15	4	5%	1	25%	25%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
120%	80%	120%	130%	60%	120%	110%	80%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
5	20	20	10	5	20	5	5

Evility

Evility	EFFECT
Passiveness	Increases ATK and DEF by 50% and always counterattacks when defending.

Skills

Skills	Level Gained
Order: Prediction	8
Order: Chaos Dance	32

Barbara is the Armor Knight v. 2.0 and can be used for many of the same purposes, such as Protect Actions or blocking enemy units' progress through a choke point. On her own merits, Barbara is capable of doing well with an Axe, Sword, or Spear, and she has the HP, DEF, and elemental resistance to shrug off almost any incoming attack. It takes a great deal to kill her, but she's slow enough that it can be difficult to get her to the party in time to contribute.

If you're going to use Barbara in the field, there's no reason not to steal a trick from the story campaign and teach her the Armor Knight's Defensive Stance Evility, at which point she turns into the spiked brick wall you may remember from Netherworld Maw. Since Defensive Stance makes her act as if she's always Defending, she always gets the benefit from Passiveness and thus gains a nearly infinite number of Counterattacks. You can use Barbara as a bug zapper of sorts, running her into the middle of enemy territory and watching as they beat themselves to death against her. Thanks to how Combo Attacks work, Barbara will eventually start taking damage, but she'll inflict a lot more in return.

Charts

Humanoid Characters

There's an unfortunate bias in Disgaea D2 toward humanoid characters, who can get the full benefit out of the Lift and Throw system and have great flexibility through a larger choice of weapons. They have lower stats on average than monsters for most of the game, but since you need to be able to Throw characters to clear several stages, it's generally a wash.

There are very few genuinely weak characters in D2. Several have very narrow niches or are rescued from complete irrelevance by their available Evilities, but this is not like past games where the generic characters existed to fill space and kill time until you could recruit certain unique units. You can make it through the game with just about whomever you prefer to use.

Character Rank

Generic characters and monsters both have a six-tier Rank system. When a character is first made available to you, the first Rank is all that's available. As you level a character, it gradually unlocks the higher Ranks of his or her job. For several spellcasting classes, this also unlocks their higher-end spells.

CLASS	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6
Warrior, Valkyrie, Magician, Witch, Priest, Cleric, Martial Artist, Fight Mistress, Thief, Sludge, Lantern, Mothman, Spirit, Slumber Cat, Prinny, Zombie	10	20	40	80	160
Onmyo Monk, Archer, Gunner, Armor Knight, Magic Knight, Beast Master, Golem, Gargoyle, Alraune, Succubus, Sea Angel, Nekomata	12	24	48	96	192
Lady Samurai, Ninja, Male Angel, Female Angel, Shaman, Masked Hero, Minotaur, Death, Living Armor, Rifle Demon, Shark Dragon, Ifrit, Evil Dragon	15	30	60	120	240

Warrior

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
FIGHTER	29	6	16	16	6	8	12	8	4	20	4	5%	2	0%
WARRIOR	31	7	18	18	7	9	13	9	—	—	—	5%	—	—
DESTROYER	33	8	20	20	8	10	14	10	—	—	—	5%	—	—
GLADIATOR	35	9	22	22	9	11	15	11	—	—	—	6%	—	—
WARLORD	37	10	24	24	10	12	16	12	—	—	—	6%	—	—

BATTLE MASTER	39	11	26	26	11	13	17	13	—	—	—	6%	—	—

APTITUDES

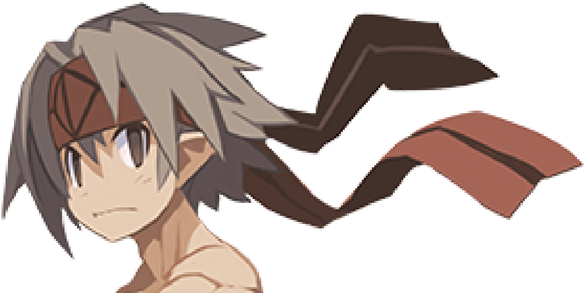
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
FIGHTER	115%	70%	115%	120%	70%	90%	100%	80%
WARRIOR	120%	70%	120%	125%	70%	90%	105%	80%
DESTROYER	125%	75%	125%	130%	75%	95%	110%	85%
GLADIATOR	130%	75%	130%	135%	75%	95%	115%	85%
WARLORD	135%	80%	135%	140%	80%	100%	120%	90%
BATTLE MASTER	140%	80%	140%	145%	80%	100%	125%	90%

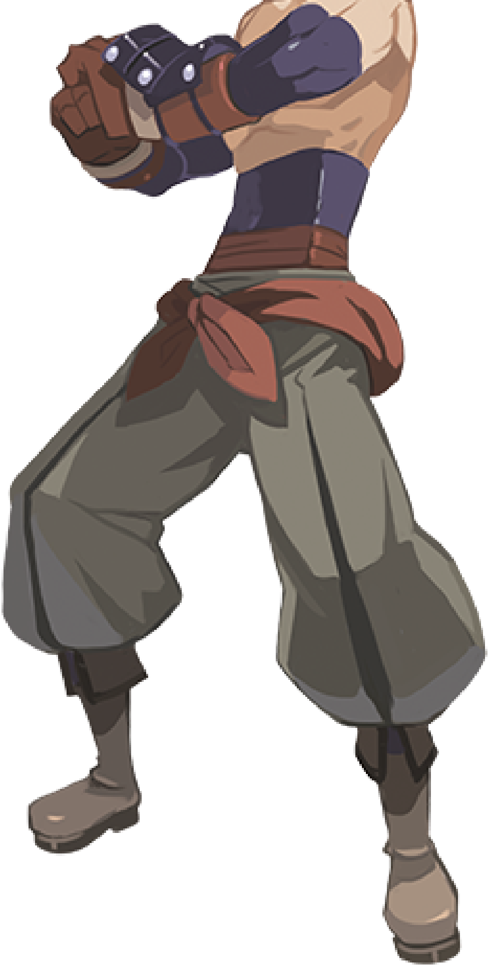
Weapon Mastery

rank	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
FIGHTER	10	16	16	10	3	16	2	2
WARRIOR	10	17	17	10	3	17	2	2
DESTROYER	11	18	18	11	4	18	3	3
GLADIATOR	11	19	19	11	4	19	3	3
WARLORD	12	20	20	12	5	20	4	4
BATTLE MASTER	12	21	21	12	5	21	4	4

Evility

Evility	EFFECT
Fortitude	Always have at least 1 HP after receiving an attack with max HP.
Shaking Excitement	Increase stats by 3% per enemy unit on map.
Wild Cry	Increase stats by 15% per enemy unit within 2 panels.





The Warrior is the first unit you can come by that has a decent Weapon Mastery with Axes. (Etna's isn't bad, but the Warrior's is better until such a time as you Reincarnate Etna, and you can have a Warrior in your army by the second stage in Episode 1.) You can also have him use a Sword or Spear, but those weapons are covered well enough by Laharl and Etna, respectively.

However you end up using him, the Warrior is designed for pure offense. Both Wild Cry and Shaking Excitement are potentially powerful Evilities that scale well with the Warrior's level, and in conjunction with an Axe's high ATK and passive DEF reduction, he'll hammer enemies into the ground like tent spikes.

Fortitude is more useful than it initially looks because it guarantees that the Warrior cannot be killed in one hit. When paired with a healer, this means the Warrior can soak up punishment from a single strong opponent all day if it becomes necessary; one hit drops him to 1 HP, you heal him on your turn, and the cycle repeats. Fortitude really shines when it's paired with copied Evilities like Dangerous Revival, where it can potentially help to provide the Warrior with a 99% stat boost, or Garungun's Fabricated Setting.

Valkyrie

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
LADY FIGHTER	28	6	16	14	6	7	14	10	4	20	4	5%	2	0%
LADY WARRIOR	30	7	18	16	7	8	15	11	–	–	–	5%	–	–
VALKYRIE	32	8	20	18	8	9	16	12	–	–	–	5%	–	–
MINERVA LASS	34	9	22	20	9	10	17	13	–	–	–	6%	–	–
FREYA	36	10	24	22	10	11	18	14	–	–	–	6%	–	–
IRON MAIDEN	38	11	26	24	11	12	19	15	–	–	–	6%	–	–

APTITUDES

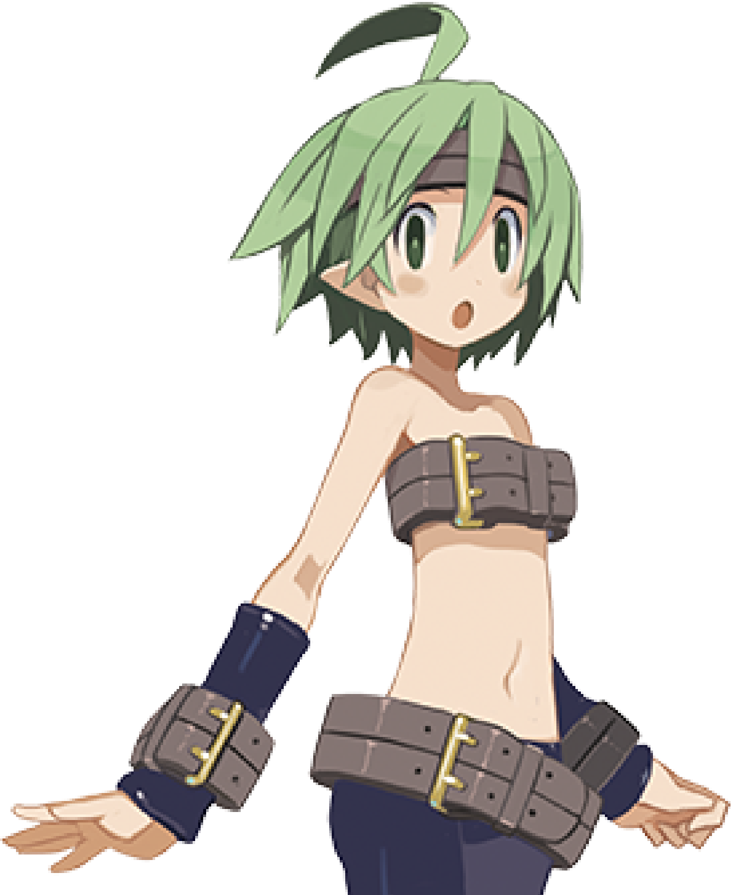
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
LADY FIGHTER	110%	70%	115%	115%	70%	85%	110%	85%
LADY WARRIOR	115%	70%	120%	120%	70%	85%	115%	85%
VALKYRIE	120%	75%	125%	125%	75%	90%	120%	90%
MINERVA LASS	125%	75%	130%	130%	75%	90%	125%	90%
FREYA	130%	80%	135%	135%	80%	95%	130%	95%
IRON MAIDEN	135%	80%	140%	140%	80%	95%	135%	95%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
LADY FIGHTER	10	16	16	16	3	10	2	2
LADY WARRIOR	10	17	17	17	3	10	2	2
VALKYRIE	11	18	18	18	4	11	3	3
MINERVA LASS	11	19	19	19	4	11	3	3
FREYA	12	20	20	20	5	12	4	4
IRON MAIDEN	12	21	21	21	5	12	4	4

Evility

Evility	EFFECT
Assault Attack	Increase Attack Power by panels moved x 5%. (Within turn)
Cooperativeness	Increase stats by 3% per ally unit on map.
Extra Move	After defeating enemy unit, can move again.



The differences between the Warrior and Valkyrie are relatively subtle until you get to their Evilities. The Warrior is designed to run screaming into the thick of the enemy, whereas the Valkyrie is more suited toward a defensive, mobile approach. Until you unlock the Archer or recruit Lanzarote, the Valkyrie is your best option for a Bow user.

Assault Attack can be a very powerful boost to the Valkyrie's offensive capabilities, particularly if combined with equipment to boost her Move or by stolen Evilities like Blazing Start. Cooperativeness is a flat boost whenever the Valkyrie is deployed as part of your full team.

Magician

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
RED SKULL	16	14	6	8	16	14	13	14	4	15	3	4%	1	25%
GREEN SKULL	18	16	7	9	18	15	14	16	–	–	–	4%	–	–
BLUE SKULL	20	18	8	10	20	16	15	18	–	–	–	4%	–	–

STAR SKULL	22	20	9	11	22	17	16	20	—	—	—	5%	—	—	—
PRISM SKULL	24	22	10	12	24	18	17	22	—	—	—	5%	—	—	—
GALAXY SKULL	26	24	11	13	26	19	18	24	—	—	—	5%	—	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
RED SKULL	75%	115%	70%	80%	120%	105%	100%	110%
GREEN SKULL	75%	120%	70%	80%	125%	110%	105%	115%
BLUE SKULL	80%	125%	75%	85%	130%	115%	110%	120%
STAR SKULL	80%	130%	75%	85%	135%	120%	115%	125%
PRISM SKULL	85%	135%	80%	90%	140%	125%	120%	130%
GALAXY SKULL	85%	140%	80%	90%	145%	130%	125%	135%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
RED SKULL	5	10	10	5	3	5	18	15
GREEN SKULL	5	11	11	5	3	5	19	16
BLUE SKULL	6	12	12	6	4	6	20	17
STAR SKULL	6	13	13	6	4	6	21	18
PRISM SKULL	7	14	14	7	5	7	22	19
GALAXY SKULL	7	15	15	7	5	7	23	20

Evility

Evility	EFFECT
Magic Bundle	Special skill power increased by 30%, but 50% more SP used.
Over Limit	Special skill power increased by 40%, but SP drains by 10% each turn.
Sorcery Depletion	When SP is under 50%, special skill power increased by 50%.

Skills

Skill	Level	NOTE
Star	1	Rank 3 and up.
Fire/Wind/Ice	1	—
Mega Fire/Wind/Ice	10	—
Mega Star	10	Rank 3 and up.
Giga Fire/Wind/Ice	20	Rank 2 and up.
Giga Star	20	Rank 4 and up.

Omega Fire/Wind/Ice	40	Rank 3 and up.
Omega Star	40	Rank 5 and up.
Tera Fire/Wind/Ice	80	Rank 4 and up.
Tera Star	80	Rank 6 and up.

At character creation, you get to pick a school of elemental magic for a Magician to specialize in. This determines which family of elemental spells he learns as he levels up and provides him with 50% additional resistance against his chosen element. As a trade-off, the Magician receives a 50% penalty against his element's opposite number: Fire beats Water, Wind beats Fire, and Water beats Wind.

Like other spellcasters, the Magician flat-out does not learn spells above the Mega level of power until you start promoting him to higher Ranks. A level 9,999 Red Skull will still only know the first two basic elemental attack spells and won't learn Star at all. You'll learn the Giga spell in your chosen elemental school when your Magician reaches the second rank, Green Skull, and will finally learn the Omega elemental spell and the first two Star spells at the third rank.

The Magician is designed to do as much damage as possible within a relatively short period of time at the expense of any semblance of SP efficiency. Sorcery Depletion is arguably his best Evility as you move into the middle to late game, as it's relatively easy to find gear that will give him a massive boost to his maximum SP, such as a leveled Orb, then equip it before you go into combat without restoring his SP at the Netherworld Hospital. The Magician then receives a 50% boost to his spells' power once his SP falls beyond what's now his halfway point.

If you're committed to taking your Magician into the endgame, team him up with a Witch so that you can give the Magician the Witch's Magic Creation Evility. That compensates for the 10% SP drain from Over Limit, so your Magician ends up with a 40% boost to his spells' damage for no extra cost beyond the second Evility slot.

Witch

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
RED MAGE	15	14	7	9	16	13	14	13	3	15	3	4%	1	25%
GREEN MAGE	17	16	8	10	18	14	16	14	—	—	—	4%	—	—
BLUE MAGE	19	18	9	11	20	15	18	15	—	—	—	4%	—	—
STAR MAGE	21	20	10	12	22	16	20	16	—	—	—	5%	—	—
PRISM MAGE	23	22	11	13	24	17	22	17	—	—	—	5%	—	—
GALAXY MAGE	25	24	12	14	26	18	24	18	—	—	—	5%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
RED MAGE	70%	120%	70%	85%	120%	100%	110%	100%
GREEN MAGE	70%	125%	70%	85%	125%	105%	115%	105%
BLUE MAGE	75%	130%	75%	90%	130%	110%	120%	110%
STAR MAGE	75%	135%	75%	90%	135%	115%	125%	115%
PRISM MAGE	80%	140%	80%	95%	140%	120%	130%	120%
GALAXY MAGE	80%	145%	80%	95%	145%	125%	135%	125%

Weapon Mastery

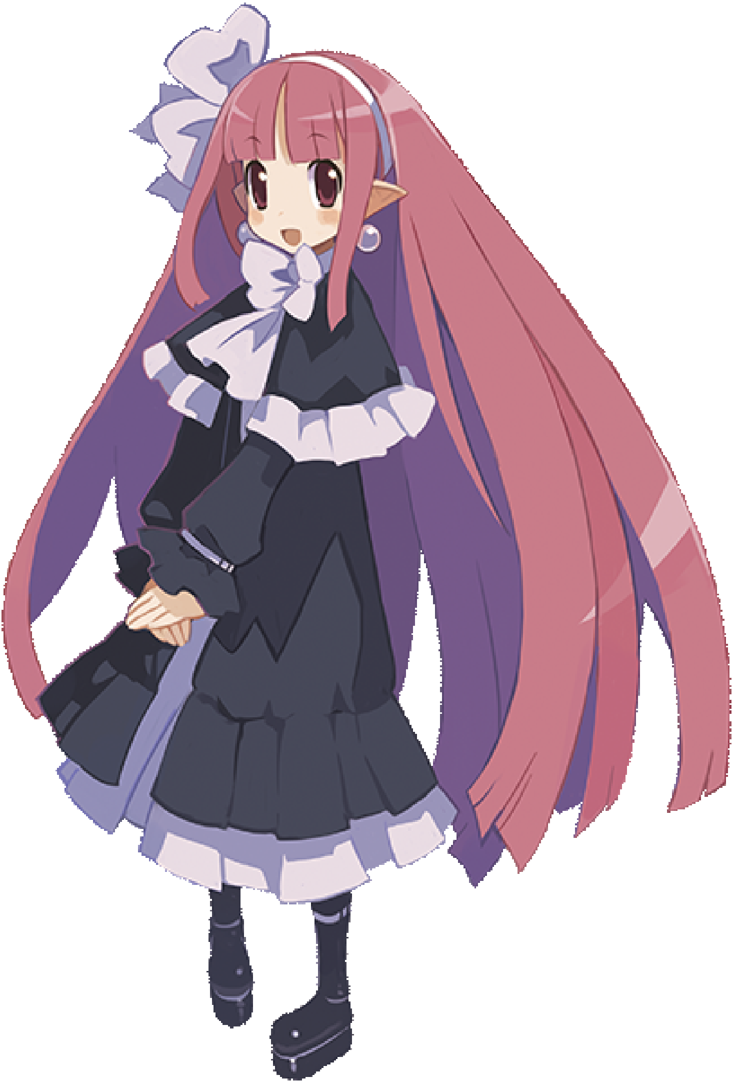
RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
RED MAGE	5	5	5	10	10	3	18	15
GREEN MAGE	5	5	5	11	11	3	19	16
BLUE MAGE	6	6	6	12	12	4	20	17
STAR MAGE	6	6	6	13	13	4	21	18
PRISM MAGE	7	7	7	14	14	5	22	19
GALAXY MAGE	7	7	7	15	15	5	23	20

Evility

Evility	EFFECT
Lights of Life	When remaining SP is insufficient, use HP for Special Skills instead.
Magic Creation	Recover 10% SP at end of turn.
Magic Moderation	50% less SP used for Special Skills.

Skills

Skill	Level	NOTE
Mega Fire/Wind/Ice	10	–
Mega Star	10	Rank 3 and up.
Giga Fire/Wind/Ice	20	Rank 2 and up.
Giga Star	20	Rank 4 and up.
Giga Fire/Wind/Ice	20	Rank 2 and up.
Omega Fire/Wind/Ice	40	Rank 3 and up.
Omega Star	40	Rank 5 and up.
Tera Fire/Wind/Ice	80	Rank 4 and up.
Tera Star	80	Rank 6 and up.
Tera Star	80	Rank 6 and up.



The Witch is the fuel-efficient family sedan to the Magician's muscle car. Her Evilities are designed to keep her casting longer, whether it's by casting from her HP, passively regenerating SP, or giving her a flat 50% reduction to all her SP costs. It's quite useful to teach the Witch some healing and support magic; since it's nearly impossible for her to run out of SP, she makes an excellent backup healer when the chips are down. As with the Magician, you could also give the Witch his Over Limit Evility, which amounts to a free 40% spell damage if you combine it with Magic Creation.

The Witch's spell selection and elemental resistances are determined at character creation in the same way as the Magician's. She also doesn't get access to her entire spell list until she reaches the third rank of the job. This is a common feature of all other magic-using jobs in the game, but it can be actively crippling for the Witch and Magician unless you keep them up to speed on promotions.

Cleric

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
HEALER	18	16	12	12	12	17	14	8	4	20	4	4%	1	50%
ACOLYTE	20	18	13	13	13	19	16	9	–	–	–	4%	–	–
PRIEST	22	20	14	14	14	21	18	10	–	–	–	4%	–	–
BISHOP	24	22	15	15	15	23	20	11	–	–	–	5%	–	–
CARDINAL	26	24	16	16	16	25	22	12	–	–	–	5%	–	–
SAINT	28	26	17	17	17	27	24	13	–	–	–	5%	–	–

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
HEALER	90%	115%	90%	90%	90%	115%	110%	80%
ACOLYTE	90%	120%	95%	95%	95%	120%	115%	80%
PRIEST	95%	125%	100%	100%	100%	125%	120%	85%
BISHOP	95%	130%	105%	105%	105%	130%	125%	85%
CARDINAL	100%	135%	110%	110%	110%	135%	130%	90%
SAINT	100%	140%	115%	115%	115%	140%	135%	90%

Weapon Mastery

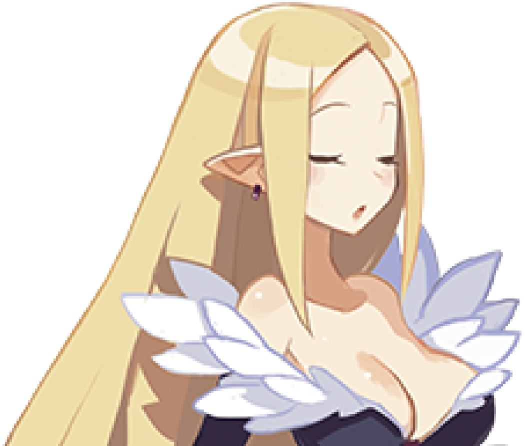
RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
HEALER	5	10	10	15	5	5	15	13
ACOLYTE	5	10	10	16	5	5	16	14
PRIEST	6	11	11	17	6	6	17	15
BISHOP	6	11	11	18	6	6	18	16
CARDINAL	7	12	12	19	7	7	19	17
SAINT	7	12	12	20	7	7	20	18

Evility

Evility	EFFECT
Advanced Healing	When healing, heal target an additional 25% of their max HP.
Book of Medicine	Attacks based on RES when book is equipped.
Corpse Heal	Increase recovery by adjacent units x50%.

Skills

Skill	Level	NOTE
Heal	1	–
Espoir	3	–
Mega Heal	10	–
Shield	15	–
Magic Wall	15	–
Giga Heal	20	Rank 2 and up.
Enfeeble	30	Rank 3 and up.
Mind Break	30	Rank 3 and up.
Omega Heal	40	Rank 3 and up.
Tera Heal	80	Rank 4 and up.



As with the Magician vs. the Witch, the big advantage a Cleric has over a Priest is efficiency. Advanced Healing tags an extra 25% of the target's maximum HP onto any Heal spell the Cleric casts, which scales very well as your stats improve and allows the Cleric to deliberately use weaker spells to conserve SP.

Toward the very end of the game, as your characters' HP pools approach the 10-digit range and beyond, Advanced Healing allows the Cleric to keep fulfilling her chosen role within your group when your other healers just aren't able to get the job done. It's easily the best healing Evility in the game.

For a character who has an actual religious objection to opening her eyes (it's canon! Check the Data Shop!), the Cleric is surprisingly good with a Bow, which allows you to switch up her role on occasion so that she can get some Mana. Another option is to flip her Evility at the Dark Assembly to Book of Medicine, so that you can equip a Book and use her RES as if it were INT for purposes of attack magic. More than almost every other support class in the game, the Cleric is going to have a serious problem with lagging a few levels behind the rest of your crew, and every little bit helps.

The Cleric needs to be at Rank 4 or higher to unlock the entirety of her spell list.

Priest

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
HERETIC	17	16	8	13	14	18	12	11	4	20	4	4%	1	25%
ZEALOT	19	18	9	14	15	20	14	12	—	—	—	4%	—	—
MARTYR	21	20	10	15	16	22	16	13	—	—	—	4%	—	—
PILGRIM	23	22	11	16	17	24	18	14	—	—	—	5%	—	—
FARVASHI	25	24	12	17	18	26	20	15	—	—	—	5%	—	—
ANTI-MESSIAH	27	26	13	18	19	28	22	16	—	—	—	5%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
HERETIC	85%	115%	80%	95%	100%	115%	95%	95%
ZEALOT	85%	120%	80%	100%	105%	120%	100%	100%
MARTYR	90%	125%	85%	105%	110%	125%	105%	105%
PILGRIM	90%	130%	85%	110%	115%	130%	110%	110%
FARVASHI	95%	135%	90%	115%	120%	135%	115%	115%
ANTI- MESSIAH	95%	140%	90%	120%	125%	140%	120%	120%

Weapon Mastery

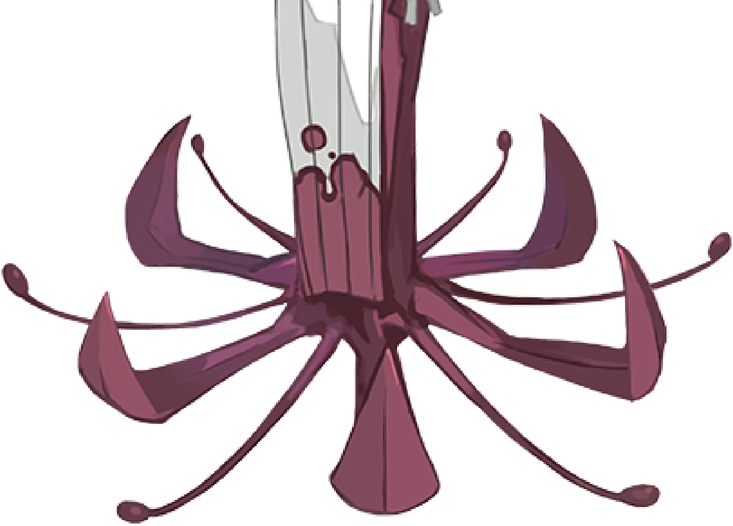
RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
HERETIC	5	5	10	10	5	8	15	16
ZEALOT	5	5	11	11	5	8	16	17
MARTYR	6	6	12	12	6	9	17	18
PILGRIM	6	6	13	13	6	9	18	19
FARVASHI	7	7	14	14	7	10	19	20
ANTI- MESSIAH	7	7	15	15	7	10	20	21

Evility

Evility	EFFECT
Book of Magic	Magic range and area are based on weapon mastery when book is equipped.
Light Protection	When healing, increase DEF and RES of target by 20%. (Lasts three turns.)
Light Salvation	When healing, heals self, too.

Skills

Skill	Level	NOTE
Heal	1	–
Espoir	3	–
Mega Heal	10	–
Shield	15	–
Magic Wall	15	–
Giga Heal	20	Rank 2 and up.
Braveheart	30	Rank 3 and up.
Magic Boost	30	Rank 3 and up.
Omega Heal	40	Rank 3 and up.
Tera Heal	80	Rank 4 and up.



The Priest is a dude. Yeah, I know. I mention this not to enforce cisgender orthodoxy—because let's face it, the man owns that strapless evening gown—but instead, to let you know so that you don't accidentally dispatch the Priest in situations where male characters are a drawback. This includes stages such as Drift of Evil Intent, where every Y chromosome on the field buffs the Succubus by 5%.

Early in the game, the Light Protection Evility provides the Priest's Heal spells with a useful 30% DEF/RES buff in addition to whatever HP they restore. This remains handy all the way through the endgame because, while Light Protection isn't as effective as Shield or Magic Wall, it's one of the only methods in the game of applying multiple stat buffs with a single action.

Book of Magic is a very useful Evility, if not necessarily for the Priest himself, as it flips the script on recommended weapons for your designated spellcasters. Usually you'd be crazy to not hand every single one of them a Staff, for the extra power, range, and area that a Staff's Weapon Mastery provides, but Book of Magic allows you to get similar benefits by using a Book instead. It's not a bad Evility to swap to Sicily via the Demon Connect system, as previously mentioned, but it also allows a Priest to be a reasonably effective hybrid of an offensive and defensive spellcaster. His spells won't hit as hard as a Staff user's will, but the extra range and area are still worthwhile.

As with the Cleric, the Priest needs to be at Rank 4 or higher to unlock his entire spell list.

Martial Artist

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
FURY FATALIST	34	5	15	13	5	10	14	15	5	25	4	8%	2	0%
FIGHT ARTIST	36	6	17	14	6	11	15	17	–	–	–	8%	–	–
CHAMP OF FIGHTERS	38	7	19	15	7	12	16	19	–	–	–	9%	–	–

VIPER FIGHTER	40	8	21	16	8	13	17	21	–	–	–	9%	–	–
LETHAL COMBATANT	42	9	23	17	9	14	18	23	–	–	–	10%	–	–
BOULEVARD FIGHTER	44	10	25	18	10	15	19	25	–	–	–	10%	–	–

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
FURY FATALIST	120%	70%	110%	105%	60%	90%	85%	110%
FIGHT ARTIST	125%	70%	115%	110%	60%	95%	90%	115%
CHAMP OF FIGHTERS	130%	80%	120%	115%	65%	100%	95%	120%
VIPER FIGHTER	135%	80%	125%	120%	65%	105%	100%	125%
LETHAL COMBATANT	140%	90%	130%	125%	70%	110%	105%	130%
BOULEVARD FIGHTER	145%	90%	135%	130%	70%	115%	110%	135%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
FURY FATALIST	18	10	14	10	6	6	2	2
FIGHT ARTIST	19	11	15	11	6	6	2	2
CHAMP OF FIGHTERS	20	12	16	12	7	7	3	3
VIPER FIGHTER	21	13	17	13	7	7	3	3
LETHAL COMBATANT	22	14	18	14	8	8	4	4
BOULEVARD FIGHTER	23	15	19	15	8	8	4	4

Evility

Evility	EFFECT
Forced Counter	When attacking, forces enemy to counterattack. (Max 20 times.)
Fury	Increase Attack Power by # of counter attacks x 25%. (Within turn.)
No-miss Counter	Counterattacks will never miss.

One of the advantages to the Martial Artist, as well as his distaff counterpart, is that he has no elemental vulnerabilities. That combined with his increasingly massive HP pool as he levels up makes the Martial Artist a solid candidate for your front line.

The Martial Artist doesn't differ that much from the Fight Mistress—she has the edge on RES and SPD, he's got slightly better HP and ATK—except for Evilities. Much of the Martial Artist's combat potential comes from Counterattacks, which he can boost via Fury. Against particularly tough opponents, the Martial Artist can come in first to deliberately bait Counterattacks via Forced Counter, which uses up all of that target's Counterattacks for the turn. This obviously doesn't work against gimmicks like Barbara's Passiveness/Defensive Stance combo on Netherworld Maw, but it's a useful tactic for much of the game.

Fight Mistress

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
WIND SPINNER	32	7	13	10	5	12	15	17	5	25	4	8%	2	0%
THUNDER FIST	34	8	15	11	6	13	16	19	—	—	—	8%	—	—
STORM BRINGER	36	9	17	12	7	14	17	21	—	—	—	9%	—	—
SKY FALLER	38	10	19	13	8	15	18	23	—	—	—	9%	—	—
STAR WARRIOR	40	11	21	14	9	16	19	25	—	—	—	10%	—	—
GOD BUSTER	42	12	23	15	10	17	20	27	—	—	—	10%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
WIND SPINNER	115%	70%	105%	100%	60%	95%	90%	115%
THUNDER FIST	120%	70%	110%	105%	60%	100%	95%	120%
STORM BRINGER	125%	80%	115%	110%	65%	105%	100%	125%
SKY FALLER	130%	80%	120%	115%	65%	110%	105%	130%
STAR WARRIOR	135%	90%	125%	120%	70%	115%	110%	135%

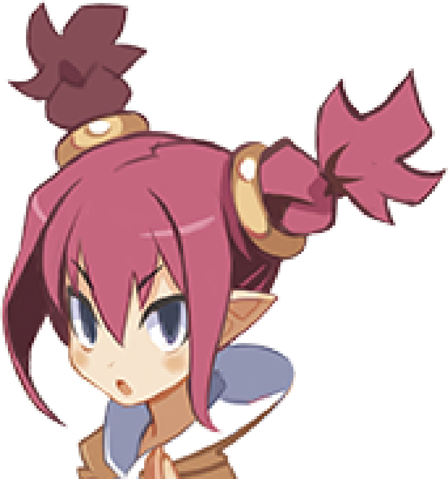
GOD BUSTER	140%	90%	130%	125%	70%	120%	115%	140%

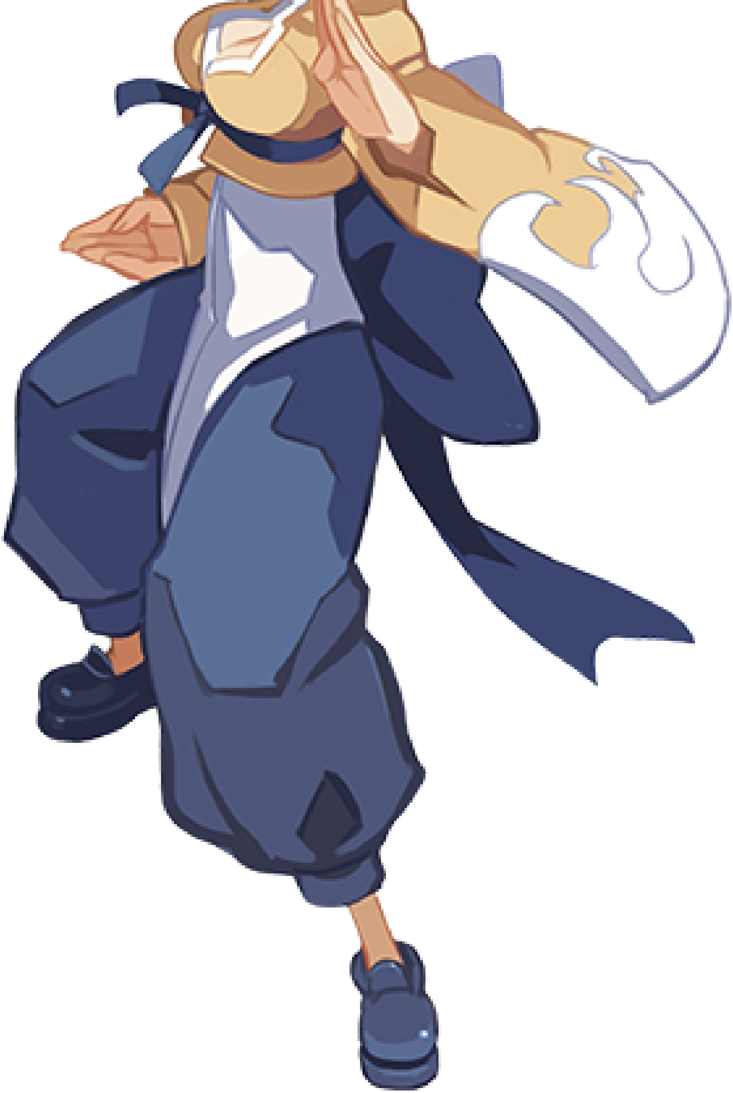
Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
WIND SPINNER	18	14	10	10	6	6	2	2
THUNDER FIST	19	15	11	11	6	6	2	2
STORM BRINGER	20	16	12	12	7	7	3	3
SKY FALLER	21	17	13	13	7	7	3	3
STAR WARRIOR	22	18	14	14	8	8	4	4
GOD BUSTER	23	19	15	15	8	8	4	4

Evility

Evility	EFFECT
Combo Attack	Increase continuous attack rate of fist weapons by 25%.
Counter Dodge	Will evade all counterattacks.
Double Counter	Will attack twice with each counterattack.





If nothing else, the Fight Mistress easily has the best Rank names in the game. Storm Bringer? God Buster? This is a woman who does not mess around.

Fists can be unreliable weapons, as they draw a lot of their damage potential from the chance they have to land up to six consecutive punches per attack. With Combo Attack, the Fight Mistress bumps that chance up by 25%, which dramatically improves her damage output. Whatever character you've got holding an Axe will likely be your primary damage dealer, but a Fight Mistress with Combo Attack won't be far behind.

On certain stages such as Conspiracy Landing, where enemy Counterattacks are a serious problem, Counter Dodge can be a lifesaver. It's worth sacrificing the damage increase from Combo Attack to exchange it for the survivability increase from Counter Dodge, if only for that map.

Thief

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
THIEF	15	14	10	8	12	10	12	18	6	25	4	9%	1	50%
ROGUE	17	15	11	9	13	11	13	20	—	—	—	9%	—	—
SCOUT	19	16	12	10	14	12	14	22	—	—	—	10%	—	—
BANDIT	21	17	13	11	15	13	15	24	—	—	—	10%	—	—
TRICKSTER	23	18	14	12	16	14	16	26	—	—	—	11%	—	—
MASTER THIEF	25	19	15	13	17	15	17	28	—	—	—	11%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
THIEF	80%	100%	90%	80%	100%	90%	100%	120%
ROGUE	80%	105%	90%	80%	105%	90%	105%	125%
SCOUT	85%	110%	95%	85%	110%	95%	110%	130%
BANDIT	85%	115%	95%	85%	115%	95%	115%	135%
TRICKSTER	90%	120%	100%	90%	120%	100%	120%	140%
MASTER THIEF	90%	125%	100%	90%	125%	100%	125%	145%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
THIEF	9	9	8	14	14	3	6	6
ROGUE	10	10	8	15	15	3	6	6
SCOUT	11	11	9	16	16	3	7	7
BANDIT	12	12	9	17	17	4	7	7
TRICKSTER	13	13	10	18	18	4	8	8
MASTER THIEF	14	14	10	19	19	4	8	8

Evility

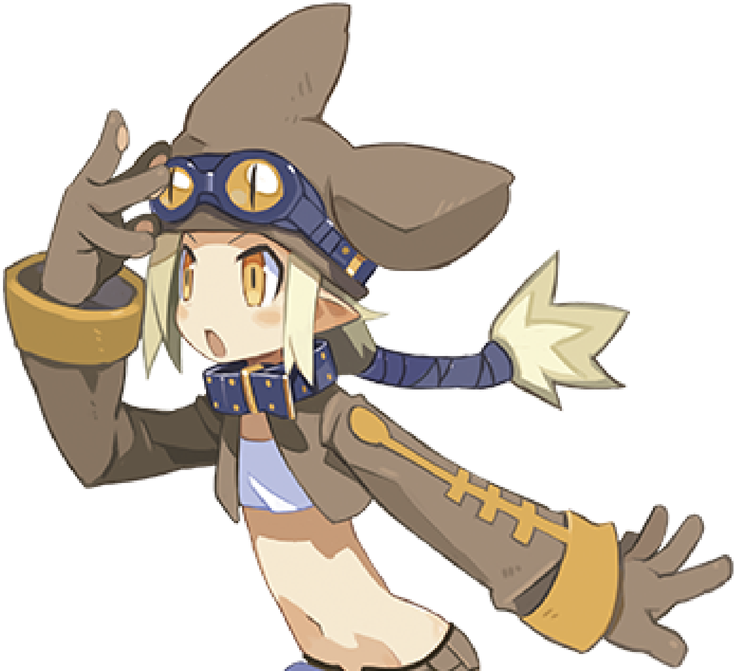
Evility	EFFECT
Finger of Luck	Increase the Item Rank by 3 when defeating treasure chests.
Gold Finger	Increase HL earned by 100% when defeating enemy units.
Treasure Sensor	A treasure chest will always appear when defeating enemy units.

Skills

Skill	Level	NOTE
Stealing Hand	1	–
Create Box	20	–
Create Barrel	40	–

Unlock Condition

CONDITION
Get a Martial Artist or Fight Mistress to level 5 or higher.



The problem with a Thief is that she's good at exactly one thing, and that one thing has nothing to do with combat. She's adequate with a Gun or Bow, but you want a Thief in your army for her Stealing Hand Skill, so that she can swipe rare equipment from your enemies without having to use up Hands to do it. Until she's got serious gear or a few levels behind her, however, she's an easy kill for any enemy who gets within range.

You can gradually work on this by having the Thief use Stealing Hand to swipe defensive stats from the enemy or even from your own units, gradually acquiring much-needed HP, DEF, RES, and SPD. These stat points won't survive a Reincarnation, but they're otherwise permanent. Your Thief can also contribute to a fight by stealing opponents' weapons and armor, effectively lowering their stats and keeping them from using certain problematic Weapon Skills.

A Thief's chance to steal an item is affected by her HIT and level vs. the target's SPD and level. As a rule, the Thief must be of equal or higher level than her target to have even a reasonable chance at stealing items or stats from an enemy target. Due to the modifiers from an opponent's facing, however, the Thief gets a large bonus if she's standing behind her target when she uses Stealing Hand. This is what makes it possible to steal Rank 40 weapons and armor from level 9,999 Item Gods. Throughout the game, you won't have to worry too much about the hard numbers behind Stealing Hand as long as you make a habit of using it from behind an equal-level opponent.

Create Box is another unique skill that justifies the Thief's regular presence in your roster. There are several stages in the main game where you can use Create Box to get a vantage point, allowing you to deal with distant targets or reach certain areas well before you otherwise would be able to, or recover on stages like Red Overlord Search where it's easy to botch their gimmick. Create Barrel isn't quite as handy, but it does let you throw explosives at people.

Onmyo Monk

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
ONMYO TRAINEE	13	16	14	13	15	15	13	10	4	15	3	5%	1	25%
CERTIFIED ONMYO	15	18	16	14	17	17	14	11	—	—	—	5%	—	—
ONMYO MASTER	17	20	18	15	19	19	15	12	—	—	—	5%	—	—
ONMYO PROFESSOR	19	22	20	16	21	21	16	13	—	—	—	6%	—	—
ONMYO DOCTOR	21	24	22	17	23	23	17	14	—	—	—	6%	—	—
ONMYO GURU	23	26	24	18	25	25	18	15	—	—	—	6%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
ONMYO TRAINEE	80%	110%	100%	90%	110%	110%	100%	80%
CERTIFIED ONMYO	80%	115%	105%	95%	115%	115%	105%	80%
ONMYO MASTER	85%	120%	110%	100%	120%	120%	110%	85%
ONMYO PROFESSOR	85%	125%	115%	105%	125%	125%	115%	85%
ONMYO DOCTOR	90%	130%	120%	110%	130%	130%	120%	90%
ONMYO GURU	90%	135%	125%	115%	135%	135%	125%	90%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
ONMYO TRAINEE	4	12	12	12	4	2	15	15
CERTIFIED ONMYO	4	13	13	13	4	2	16	16
ONMYO MASTER	4	14	14	14	5	3	17	17
ONMYO PROFESSOR	5	15	15	15	5	3	18	18
ONMYO DOCTOR	5	16	16	16	6	4	19	19
ONMYO GURU	5	17	17	17	6	4	20	20

Evility

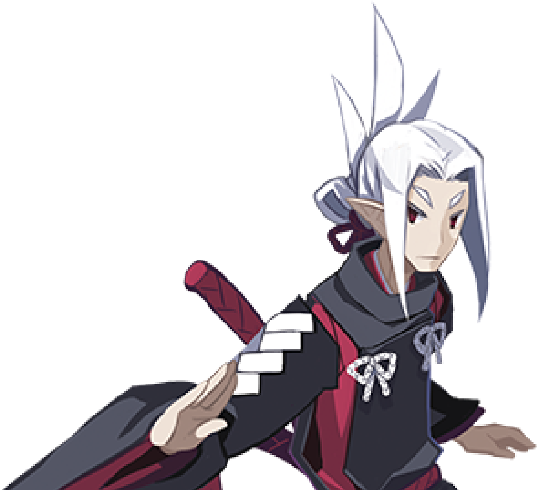
Evility	EFFECT
Geo Damage	Increase damage dealt by Geo Effects and Geo Chains by 100%.
Geo Protect	Damage to ally units from Geo Effects and Geo Chains will be nullified.
Geo Resist	Damage from Geo Effects and Geo Chains will be nullified.

Skills

Skill	Level	NOTE
Geo Change	1	–
Star	5	–
Heal	5	–
Geo Blast	15	–
Mega Star	15	–
Mega Heal	15	–
Giga Star	25	Rank 2 and up.
Bonus Change	30	–
Omega Star	40	Rank 3 and up.
Geo Warp	50	–

Unlock Condition

CONDITION
Get a Magician/Witch and a Priest/Cleric to level 10. The Monk cannot be created before the start of Episode 3.



Outside of the Item World, the Monk is an underachiever. He learns both Heal and Star spells, which give him a role in the group, but his primary use in a story stage will be preventing or amplifying Geo Chain or Geo Panel damage via his Evilities. Beyond that, there isn't much he does that another class can't do better.

In the Item World, the Onmyo Monk comes into his own, although much of his arsenal's neutralized if you turn off Geo Panels using the relevant cheat. You can use Geo Warp to reach Innocents before they're overrun by enemies or drop onto the Mystery Anchor and skip a stage in a couple of short turns.

Enemy Onmyo Monks learn an additional Skill called Bonus Blast that removes a random entry from the Bonus meter's list of rewards. They are likely to use this when encountered in the Item World, for no real reason other than to be personally unpleasant. It does not seem to be possible to learn that Skill for yourself, nor is there an obvious reason why you'd want it.

Archer

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
ARCHER	24	12	14	12	8	16	16	10	4	20	4	6%	1	25%
HUNTER	26	13	16	13	9	18	18	11	–	–	–	6%	–	–
SHOOTER	28	14	18	14	10	20	20	12	–	–	–	6%	–	–
BOW MASTER	30	15	20	15	11	22	22	13	–	–	–	7%	–	–

CUPID	32	16	22	16	12	24	24	14	—	—	—	7%	—	—
FREISCHUTZ	34	17	24	17	13	26	26	15	—	—	—	7%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
ARCHER	100%	100%	100%	90%	80%	110%	120%	80%
HUNTER	105%	105%	105%	95%	80%	115%	125%	80%
SHOOTER	110%	110%	110%	100%	85%	120%	130%	85%
BOW MASTER	115%	115%	115%	105%	85%	125%	135%	85%
CUPID	120%	120%	120%	110%	90%	130%	140%	90%
FREISCHUTZ	125%	125%	125%	115%	90%	135%	145%	90%

Weapon Mastery

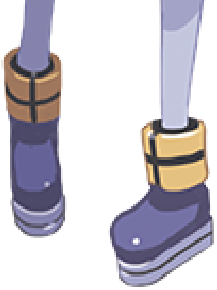
RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
ARCHER	6	8	12	20	12	3	8	8
HUNTER	6	8	13	21	13	3	8	8
SHOOTER	7	9	14	22	14	3	9	9
BOW MASTER	7	9	15	23	15	4	9	9
CUPID	8	10	16	24	16	4	10	10
FREISCHUTZ	8	10	17	25	17	4	10	10

Evility

Evility	EFFECT
Acceleration Shot	Increase Attack Power by 5% per panel between unit and target.
Fly Swatter	Increase Attack Power by 100% when attacking flying units.
Sniping	Increase Attack Power and Magic range by 2.

Unlock Condition

CONDITION
Get a Warrior/Valkyrie and a Priest/Cleric to level 15. One of your units must have a Weapon Mastery with a Bow at level 5.



The Sniping Evility adds a two-panel bonus to the range of any attacks or spells used by the Archer, which makes it an excellent value add for any spellcaster. You can either steal it from the Archer in the usual way through Demon Connect or Reincarnate a spellcaster with a high degree of Staff Weapon Mastery into an Archer. At a Genius level of Reincarnation, enough Mastery will survive the transition to let the character get the full benefit of both the Mastery and Sniping, giving you the ability to drop attack spells on opponents from half a battlefield away.

On her own, the Archer can be a valuable member of your back field via constant Cover Attacks. If you pay attention to her positioning, the wide range of a Bow combined with the potential range boost from Sniping allows her a chance at contributing to almost every outgoing attack you make. If you do end up using her in this fashion, be sure to equip the Archer with equipment that specifically boosts her ATK and HIT, such as Belts or items that feature Pugilist Innocents, in order for each individual shot to hit as hard as possible. Without appropriate stat stacking, Bows don't do that much damage per shot compared to other weapons of a similar power level.

Gunner

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
GUNNER	20	14	10	10	8	14	16	14	4	25	1	7%	1	50%
SNIPER	22	15	11	11	9	16	18	16	—	—	—	7%	—	—
OUTLAW	24	16	12	12	10	18	20	18	—	—	—	8%	—	—
HITMAN	26	17	13	13	11	20	22	20	—	—	—	8%	—	—
BULLSEYE	28	18	14	14	12	22	24	22	—	—	—	9%	—	—
DESPERADO	30	19	15	15	13	24	26	24	—	—	—	9%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
GUNNER	90%	110%	85%	85%	80%	100%	120%	110%
SNIPER	90%	115%	85%	85%	80%	105%	125%	115%
OUTLAW	95%	120%	90%	90%	85%	110%	130%	120%
HITMAN	95%	125%	90%	90%	85%	115%	135%	125%
BULLSEYE	100%	130%	95%	95%	90%	120%	140%	130%
DESPERADO	100%	135%	95%	95%	90%	125%	145%	135%

Weapon Mastery

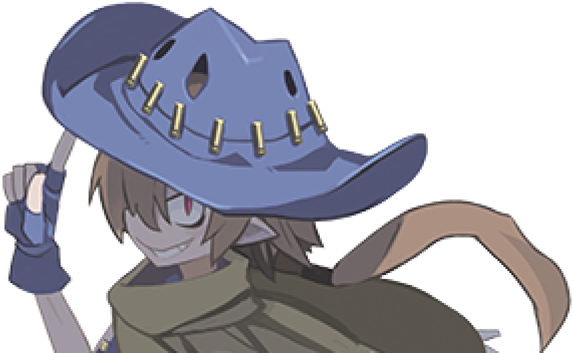
RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
GUNNER	15	4	4	10	20	4	8	4
SNIPER	16	4	4	11	21	4	8	4
OUTLAW	17	5	5	12	22	5	9	5
HITMAN	18	5	5	13	23	5	9	5
BULLSEYE	19	6	6	14	24	6	10	6
DESPERADO	20	6	6	15	25	6	10	6

Evility

Evility	EFFECT
Assist	Register attack to give subsequent ally units 100% accuracy.
Marking	Register attack to increase Attack Power of subsequent ally units by 20%.
Second Attack	Increase Attack Power by 50% when performing Combos or Team Attacks.

Unlock Condition

CONDITION
Get a Thief to level 15 or higher. One of your units must have Weapon Mastery with a Gun at level 5 or higher.



The Gunner is designed to make it easier for other characters to do damage. His Evilities all focus on improving either his or others' performances as part of a Combo Attack, which makes him a solid team player but underwhelming on his own. The Gunner's also somewhat fragile, but if he's getting hit at all, something has gone wrong.

It's also useful to steal Asagi's Never Give Up Evility for the Gunner, which lets him attack a second time during any Combo Attacks he's participating in, and to teach him Target Lock and Speed Boost via apprenticeships with a Lantern and a Prinny, respectively.

Lady Samurai

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fir

EXORCIST	27	10	17	13	8	10	14	10	4	20	4	7%	2	25%
DIABOLIST	29	11	19	14	9	11	16	11	–	–	–	7%	–	–
HOLY SWORDSWOMAN	31	12	21	15	10	12	18	12	–	–	–	8%	–	–
BATTLE MAIDEN	33	13	23	16	11	13	20	13	–	–	–	8%	–	–
CARNAGE PRINCESS	35	14	25	17	12	14	22	14	–	–	–	9%	–	–
BLADE MASTER	37	15	27	18	13	15	24	15	–	–	–	9%	–	–

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
EXORCIST	100%	90%	120%	105%	80%	70%	110%	90%
DIABOLIST	105%	90%	125%	110%	80%	70%	115%	95%
HOLY SWORDSWOMAN	110%	95%	130%	115%	85%	75%	120%	100%
BATTLE MAIDEN	115%	95%	135%	120%	85%	75%	125%	105%
CARNAGE PRINCESS	120%	100%	140%	125%	90%	80%	130%	110%
BLADE MASTER	125%	100%	145%	130%	90%	80%	135%	115%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
EXORCIST	8	20	14	14	6	10	3	3
DIABOLIST	8	21	15	15	6	10	3	3
HOLY SWORDSWOMAN	9	22	16	16	7	11	4	4
BATTLE MAIDEN	9	23	17	17	7	11	4	4
CARNAGE PRINCESS	10	24	18	18	8	12	5	5
BLADE MASTER	10	25	19	19	8	12	5	5

Evility

Evility	EFFECT
Bushido	Increase Attack Power by 50% when attacking enemy units from the front.
Calm Waters	Increase Attack Power by 50% when making single target attacks.
Duelist	Increase Attack Power by 100% when attacking if target job class is unique on map.

Unlock Condition

CONDITION
Get an Archer to level 30 or higher. One of your units must have Weapon Mastery with a Sword at level 7 or higher.

The Lady Samurai is a good example of how Evilities can change a character's play style. On her own, the Samurai doesn't have much going for her besides an unusually high Weapon Mastery with Swords, and is otherwise a slightly less durable Valkyrie.

Both Calm Waters and Bushido let the Samurai deal massive damage against single enemy targets and Duelist makes her a boss killer. In the endgame, when you're scraping together stat points to be able to even scratch somebody like Darkdeath Evilman or Pringer X, Duelist gives you a massive bonus out of the gate.

As compensation for that, however, the Samurai's RES is terrible and she's got not one but two elemental weak spots. She needs support if there are enemy spellcasters on the field or she won't stand a chance. On maps like An Arrogant Betrayal, when you're getting wrecked by Ice spells for every step you take, you'll need to either specifically work to counter her weaknesses via stolen Evilities or team synergy (such as a Magic Knight with Spirit Protection or a Lantern standing nearby with Registry Reverse) or simply not use the Samurai at all.

Armor Knight

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
HEAVY KNIGHT	32	6	14	19	6	14	12	5	3	15	6	3%	3	-25%
IRON KNIGHT	34	7	16	21	7	16	13	6	—	—	—	3%	—	—
STEEL KNIGHT	36	8	18	23	8	18	14	7	—	—	—	3%	—	—
MYTHRIL KNIGHT	38	9	20	25	9	20	15	8	—	—	—	4%	—	—
ADAMANT KNIGHT	40	10	22	27	10	22	16	9	—	—	—	4%	—	—
AEGIS KNIGHT	42	11	24	29	11	24	17	10	—	—	—	4%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
HEAVY KNIGHT	120%	60%	100%	130%	70%	120%	100%	60%
IRON KNIGHT	125%	60%	105%	135%	70%	125%	105%	60%
STEEL KNIGHT	130%	65%	110%	140%	75%	130%	110%	65%
MYTHRIL KNIGHT	135%	65%	115%	145%	75%	135%	115%	65%
ADAMANT KNIGHT	140%	70%	120%	150%	80%	140%	120%	70%
AEGIS KNIGHT	145%	70%	125%	155%	80%	145%	125%	70%

Weapon Mastery

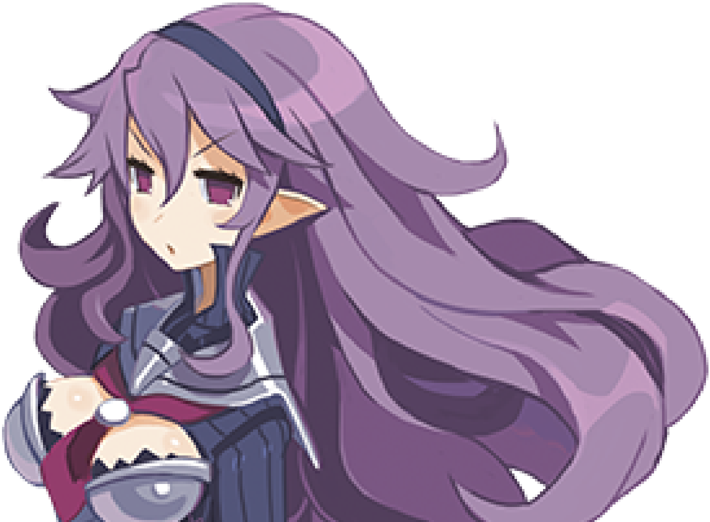
RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
HEAVY KNIGHT	6	14	20	2	2	16	2	2
IRON KNIGHT	6	15	21	2	2	17	2	2
STEEL KNIGHT	7	16	22	3	3	18	2	2
MYTHRIL KNIGHT	7	17	23	3	3	19	3	3
ADAMANT KNIGHT	8	18	24	4	4	20	3	3
AEGIS KNIGHT	8	19	25	4	4	21	3	3

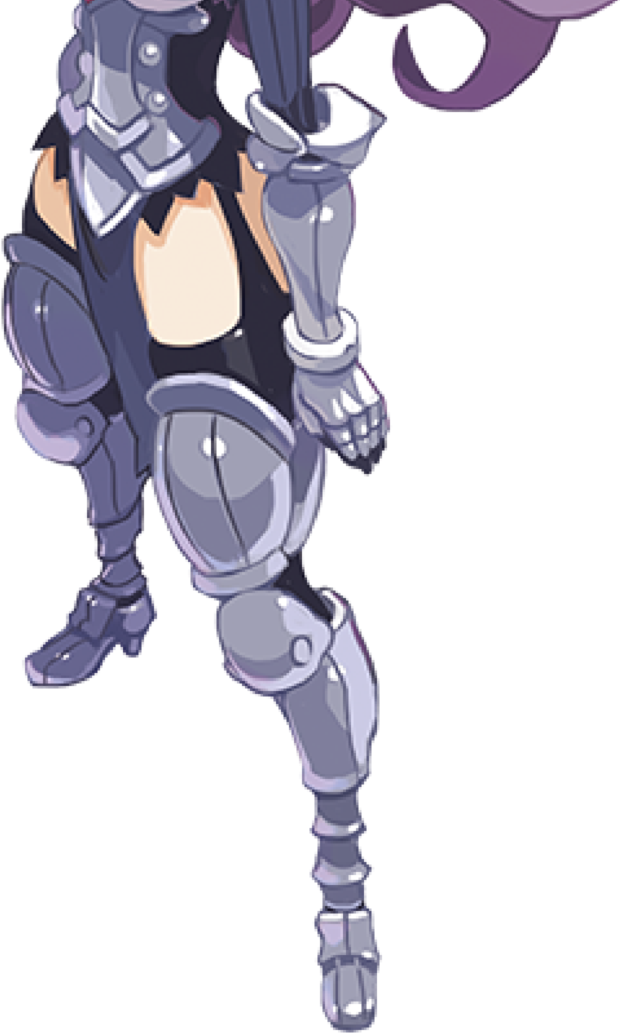
Evility

Evility	EFFECT
Advance Guard	Decrease damage taken by 80% when defending.
Defender	When defending, protect ally units regardless of distance.
Defensive Stance	Always defends when attacked from the front or side.

Unlock Condition

CONDITION
Get a Warrior/Valkyrie to level 20. One of your units must have a Weapon Mastery with a Spear at level 7 or higher.





Like Barbara, who goes to the same tailor, the Armor Knight has the Move and Jump stats of the average glacier. Her primary use to your group is soaking up enemy attacks, and even with decent weaponry, she's never going to be your primary damage-dealer.

That's okay, because she has Defender. Defender is a crucial ability during the story mode and can still be used to decent effect all the way through the Post-Game. By stacking the Armor Knight with defensive accessories, high-quality armor, and a Spear, you can turn her into a more effective damage sponge than anyone else on your team. Park her by your base panel, leave her with a healer to buff her DEF and RES, and watch her leap across half the map to take hits for your other units.

Defender is so good that there isn't much reason to use her other two Evilities. Advance Guard is useful when you're Defending, and Defensive Stance makes the Knight extremely hard to kill, but neither of them have the near-universal utility of Defender. It's worth creating a second, throwaway Armor Knight in the Post-Game to give your main Armor Knight Advance Guard, however, as that combination takes her from being difficult to kill while Defending to nearly impossible.

Ninja

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
GENIN	13	16	14	13	15	15	13	10	4	15	3	5%	1	25%
CHUNIN	15	18	16	14	17	17	14	11	—	—	—	5%	—	—
JOUNIN	17	20	18	15	19	19	15	12	—	—	—	5%	—	—
ONIWABAN	19	22	20	16	21	21	16	13	—	—	—	6%	—	—
TOURYOU	21	24	22	17	23	23	17	14	—	—	—	6%	—	—
SHADOW MASTER	23	26	24	18	25	25	18	15	—	—	—	6%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
GENIN	80%	120%	100%	80%	110%	80%	90%	120%
CHUNIN	80%	125%	105%	80%	115%	80%	90%	125%
JOUNIN	85%	130%	110%	85%	120%	85%	95%	130%
ONIWABAN	85%	135%	115%	85%	125%	85%	95%	135%
TOURYOU	90%	140%	120%	90%	130%	90%	100%	140%
SHADOW MASTER	90%	145%	125%	90%	135%	90%	100%	145%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
GENIN	15	13	10	10	6	6	15	13
CHUNIN	16	14	10	10	6	6	16	14
JOUNIN	17	15	11	11	7	7	17	15
ONIWABAN	18	16	11	11	7	7	18	16
TOURYOU	19	17	12	12	8	8	19	17
SHADOW MASTER	20	18	12	12	8	8	20	18

Evility

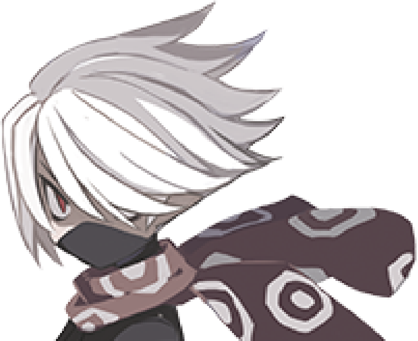
Evility	EFFECT
Flame Haze	Increase evasion rate by 50% when attacked by multiple-panel specials.
Mirage	Increase evasion rate by 50% when attacked from an adjacent panel.
Misty Haze	Increase evasion rate by 50% when attacked from the front.

Skills

Skill	Level
Poison	1
Stun	5
Armor Break	12
Resist Break	12
Blind	24
Slow	36
Slumber	36

Unlock Condition

CONDITION
Get a Thief and Martial Artist/Fight Mistress to level 20 or higher.



The Ninja is arguably more useful to the AI as an opponent for you than he'll ever be as a member of your team, but he's got some tricks up his sleeve. The Ninja is one of the most mobile units in the game, only outshone in this regard by the Masked Hero and only then because of the Hero's Evilities.

The general game plan is to slip around behind an opponent, set it up with Armor Break, then punch it to death in seconds. Against melee opponents, the Ninja can stay alive longer than he has any right to via Mirage or Misty Haze, but that's a bit like staking your life on a coin flip.

Magic Knight

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
MAGIC KNIGHT	24	14	14	12	14	12	10	6	4	15	4	5%	1	25%
DARK KNIGHT	26	16	16	13	16	13	11	7	—	—	—	5%	—	—
RUNE KNIGHT	28	18	18	14	18	14	12	8	—	—	—	5%	—	—
MEGA KNIGHT	30	20	20	15	20	15	13	9	—	—	—	6%	—	—
FORCE KNIGHT	32	22	22	16	22	16	14	10	—	—	—	6%	—	—
SPACE KNIGHT	34	24	24	17	24	17	15	11	—	—	—	6%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
MAGIC KNIGHT	100%	110%	105%	90%	105%	90%	90%	70%
DARK KNIGHT	105%	115%	110%	90%	110%	90%	90%	70%
RUNE KNIGHT	110%	120%	115%	95%	115%	95%	95%	75%
MEGA KNIGHT	115%	125%	120%	95%	120%	95%	95%	75%
FORCE KNIGHT	120%	130%	125%	100%	125%	100%	100%	80%
SPACE KNIGHT	125%	135%	130%	100%	130%	100%	100%	80%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
MAGIC KNIGHT	2	16	10	10	2	10	15	20
DARK KNIGHT	2	17	10	10	2	10	16	21
RUNE KNIGHT	3	18	11	11	3	11	17	22
MEGA KNIGHT	3	19	11	11	3	11	18	23
FORCE KNIGHT	4	20	12	12	4	12	19	24
SPACE KNIGHT	4	21	12	12	4	12	20	25

Evility

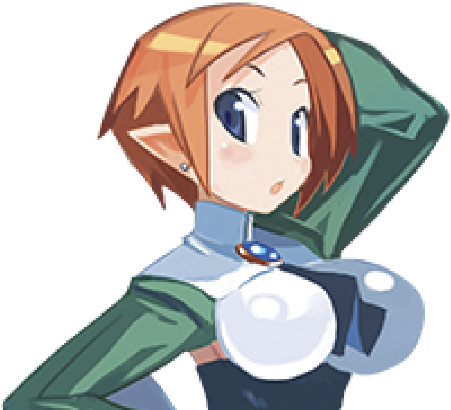
Evility	EFFECT
Attack Weakness	Increase damage dealt by 100% when exploiting target's negative element.
Element Force	Reflect element value onto elemental attacks.
Spirit Protection	Increase element stats of ally units on map by 20%.

Skills

Skill	Level
Fire	1t
Wind	1
Ice	1
Mega Fire	12
Mega Wind	12
Mega Ice	12
Fire Charge	20
Wind Charge	20
Giga Fire	24
Giga Wind	24
Mega Ice	12
Fire Charge	20
Wind Charge	20
Giga Fire	24
Giga Wind	24

Unlock Condition

CONDITION
Get a Warrior/Valkyrie and Magician/Witch to level 20 or higher.



The trick to the Magic Knight is that she looks like she's a hybrid between a melee fighter and spellcaster in a game where hybrid classes get the short end of the stick, but she really isn't. Her role in the group is the ruthless exploitation of elemental weaknesses, and if there are none to exploit, she can create them with the three Anti- spells.

Depending on your personal preference, you can play the Magic Knight as a melee brawler who has a lot of magic in her back pocket or as a particularly durable primary spellcaster. In the former case, she's good with Swords and there are several that offer an INT bonus to supplement her spells; in the latter, use a Staff and play her like you would a Magician or Witch.

Offensively, Attack Weakness lets you drop enemies in one or two hits, and Element Force works in conjunction with the Charge spells to allow you to set up a single powerful nuke. Spirit Protection is arguably more useful than either of them, however, as it provides your entire team with a 20% boost to all three elemental resistances as long as the Magic Knight is on the field. This actually stacks with multiple Magic Knights, so it's entirely valid to have a few low-level Knights on your roster whose entire job in a fight is to stand by your base panel and provide a few stacks of Spirit Protection. Even on stages like Zygote of Pain, where you're potentially facing as many as 10 enemy spellcasters at once, having 99% elemental resistance across the board will slow their roll significantly.

Male Angel

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
ANGEL PAGE	25	10	15	14	12	15	12	8	4	20	4	3%	1	50%
ANGEL SQUIRE	27	11	17	16	13	17	13	9	—	—	—	3%	—	—
ANGEL KNIGHT	29	12	19	18	14	19	14	10	—	—	—	3%	—	—
ANGEL BARONET	31	13	21	20	15	21	15	11	—	—	—	4%	—	—
ANGEL CHAMPION	33	14	23	22	16	23	16	12	—	—	—	4%	—	—
ANGEL LORD	35	15	25	24	17	25	17	13	—	—	—	4%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
ANGEL PAGE	100%	90%	100%	100%	90%	120%	100%	80%
ANGEL SQUIRE	105%	95%	105%	105%	95%	125%	105%	80%
ANGEL KNIGHT	110%	100%	110%	110%	100%	130%	110%	85%
ANGEL BARONET	115%	105%	115%	115%	105%	135%	115%	85%
ANGEL CHAMPION	120%	110%	120%	120%	110%	140%	120%	90%
ANGEL LORD	125%	115%	125%	125%	115%	145%	125%	90%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
ANGEL PAGE	6	14	14	10	6	10	14	10
ANGEL SQUIRE	6	15	15	10	6	10	15	10
ANGEL KNIGHT	7	16	16	11	7	11	16	11
ANGEL BARONET	7	17	17	11	7	11	17	11
ANGEL CHAMPION	8	18	18	12	8	12	18	12
ANGEL LORD	8	19	19	12	8	12	19	12

Evility

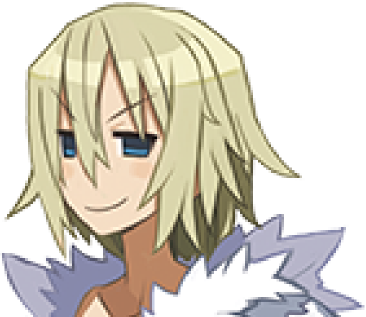
Evility	EFFECT
Angel Leadership	Increase Attack Power of adjacent units by 100% if allies fill all adjacent panels.
Angel Majesty	Decrease Defense Power of adjacent enemy units by 20%.
Angel Song	Increase Attack Power of adjacent ally units by 25%.

Skills

Skill	Level
Heal	1
Espoir	10
Mega Heal	15
Giga Heal	30
Blind	24
Slow	36
Slumber	36

Unlock Condition

CONDITION
Get a Priest and a Magic Knight to level 100 or higher, or clear Episode 8.



The Male Angel is primarily a force multiplier. His Weapon Masteries are universally low, although he can be made to be adequate with a Spear or Staff, and he never learns anything more exciting than Heal spells on his own, but he can provide your team with substantial bonuses to ATK or damage inflicted just by standing nearby. In the endgame, when you can stack Range boosts to both equipment and weapons via the Item Assembly and thus allow your characters to hit enemies from an absurd distance, Angel Song becomes a very potent ability for augmenting your outgoing damage. A character with a Range of 8 or 9 standing at the center of a formation of four Male Angels receives a passive 100% ATK boost that stacks with any other similar effects.

At Rank 6, the Male Angel can be made into a halfway decent fighter with a Sword or Spear, but it's a bit of a slog to get there, particularly given how hard it is to unlock him.

Female Angel

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
ANGEL	20	14	13	8	15	18	16	7	4	20	4	3%	1	0%
ANGEL CADET	22	15	14	9	17	20	18	8	—	—	—	3%	—	—
ANGEL SOLDIER	24	16	15	10	19	22	20	9	—	—	—	3%	—	—
CRUSADER	26	17	16	11	21	24	22	10	—	—	—	4%	—	—
AVENGER	28	18	17	12	23	26	24	11	—	—	—	4%	—	—
PALADIN	30	19	18	13	25	28	26	12	—	—	—	4%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
ANGEL	90%	100%	100%	85%	105%	120%	100%	80%
ANGEL CADET	95%	105%	105%	90%	110%	125%	105%	80%
ANGEL SOLDIER	100%	110%	110%	95%	115%	130%	110%	85%
CRUSADER	105%	115%	115%	100%	120%	135%	115%	85%
AVENGER	110%	120%	120%	105%	125%	140%	120%	90%
PALADIN	115%	125%	125%	110%	130%	145%	125%	90%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
ANGEL	6	14	10	14	10	6	14	10
ANGEL CADET	6	15	10	15	10	6	15	10
ANGEL SOLDIER	7	16	11	16	11	7	16	11
CRUSADER	7	17	11	17	11	7	17	11
AVENGER	8	18	12	18	12	8	18	12
PALADIN	8	19	12	19	12	8	19	12

Evility

Evility	EFFECT
Angel Group	Increase Defense Power of adjacent units by 100% if allies fill all adjacent panels.
Angel Love	Decrease damage taken by other units by 20% from adjacent enemy units.
Angel Protection	Increase Defense Power of adjacent ally units by 50%.

Skills

Skill	Level
Heal	1
Espoir	10
Mega Heal	15
Giga Heal	30
Blind	24
Slow	36
Slumber	36

Unlock Condition

CONDITION
Get a Cleric and an Onmyo Monk to level 100 or higher, or clear Episode 8.

As with her male counterpart, the Female Angel is entirely focused around cooperative play and isn't great by herself. Unlike her male counterpart, the Female Angel's Evilities all focus on defense, to the point where she can double an ally's DEF if you pick a good spot for her to stand. As you'll see in the Cave of Ordeals, any kind of perfect defensive formation will involve a Female Angel in a starring role.

You can develop a Female Angel into a fighter-healer hybrid using a Sword or Bow, or simply equip her with a Staff to use her as a standard healer. She works well if you position her directly behind your front line, providing both healing and her DEF boost to your tougher characters. You can also use her proactively by standing her next to particularly tough enemies so that they're weakened by Angel Song.

Beast Master

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
BEAST TAMER	24	10	14	14	8	8	14	14	5	25	5	6%	1	-25%
BEAST LEADER	26	11	16	16	9	9	16	16	—	—	—	6%	—	—
BEAST LORD	28	12	18	18	10	10	18	18	—	—	—	6%	—	—
BEAST QUEEN	30	13	20	20	11	11	20	20	—	—	—	7%	—	—
BEAST MASTER	32	14	22	22	12	12	22	22	—	—	—	7%	—	—
BEAST SAVIOR	34	15	24	24	13	13	24	24	—	—	—	7%	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
BEAST TAMER	100%	90%	110%	110%	80%	80%	110%	110%
BEAST LEADER	105%	90%	115%	115%	80%	80%	115%	115%
BEAST LORD	110%	95%	120%	120%	85%	85%	120%	120%
BEAST QUEEN	115%	95%	125%	125%	85%	85%	125%	125%
BEAST MASTER	120%	100%	130%	130%	90%	90%	130%	130%
BEAST SAVIOR	125%	100%	135%	135%	90%	90%	135%	135%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
BEAST TAMER	10	10	16	16	3	20	6	6
BEAST LEADER	10	10	17	17	3	21	6	6
BEAST LORD	11	11	18	18	4	22	7	7
BEAST QUEEN	11	11	19	19	4	23	7	7
BEAST MASTER	12	12	20	20	5	24	8	8
BEAST SAVIOR	12	12	21	21	5	25	8	8

Evility

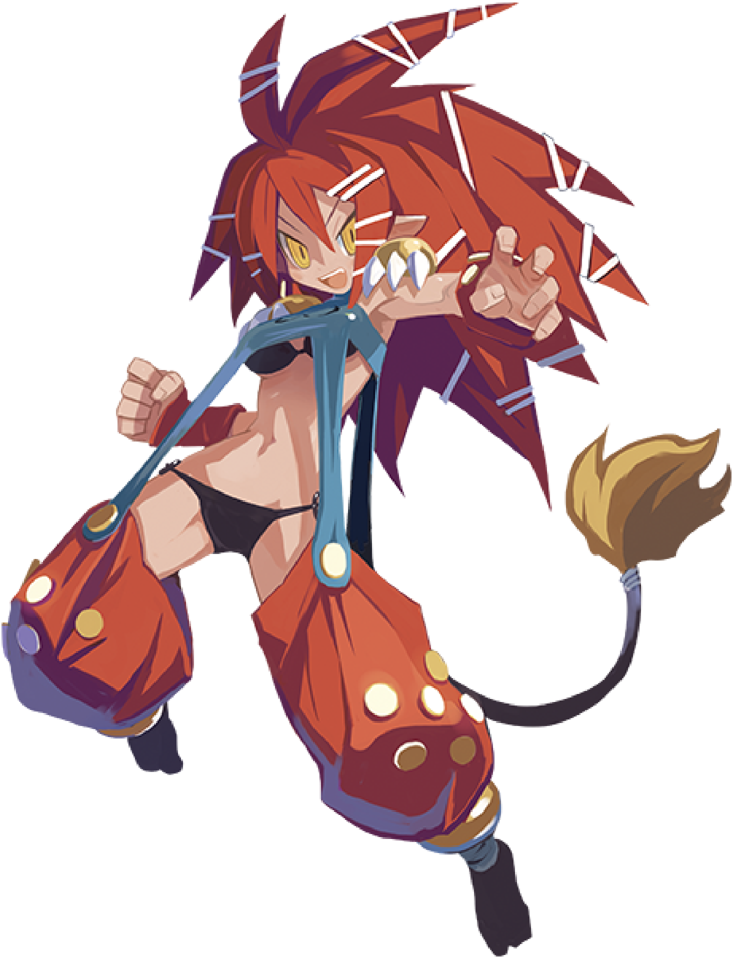
Evility	EFFECT
Dark Blood	Increase stats by 5% per monster unit on map.
Dark Breeder	Improve Likability with ally monster units 2 times faster.
Dark Tamer	Increase stats of adjacent ally monster units by 20%.

Skills

Skill	Level
Wild Groom	10
Dominate	25

Unlock Condition

CONDITION
Get a Warrior/Valkyrie to level 30 or higher, and use a Mounted Skill.



If you're going to use monsters as a regular part of your roster, bring a Beast Master. Dark Breeder provides a high Likability boost that translates directly into more damaging Mounted Skills, and Dark Tamer strengthens monsters that are next to her or that she's riding. More importantly, she knows Dominate, a powerful buff spell that works only on monsters and which improves a target's ATK, INT, and HIT simultaneously.

On her own, the Beast Master can be used as an effective front-line brawler, since she has high Weapon Mastery with Axes even before her Weapon Forte is applied during character creation, and Dark Blood provides her with a stat multiplier regardless of whether the monsters on the field are friendly or not. That makes her a very strong fighter on monster-heavy maps, although the further you get into the fight, the worse she gets. You can also use Wild Groom to multiply the Mana and EXP value of individual enemy targets, which is an excellent ability to have in your back pocket.

Shaman

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
SHAMAN	16	16	12	12	14	16	10	10	5	20	4	4%	1	50%
WITCH DOCTOR	18	18	13	13	16	18	11	11	–	–	–	4%	–	–
NECROMANCER	20	20	14	14	18	20	12	12	–	–	–	4%	–	–
DARK ELDER	22	22	15	15	20	22	13	13	–	–	–	5%	–	–
PURGATORY ORACLE	24	24	16	16	22	24	14	14	–	–	–	5%	–	–
SOUL INVOKER	26	26	17	17	24	26	15	15	–	–	–	5%	–	–

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
SHAMAN	80%	120%	100%	100%	110%	100%	90%	90%
WITCH DOCTOR	80%	125%	105%	105%	115%	105%	90%	90%
NECROMANCER	85%	130%	110%	110%	120%	110%	95%	95%
DARK ELDER	85%	135%	115%	115%	125%	115%	95%	95%
PURGATORY ORACLE	90%	140%	120%	120%	130%	120%	100%	100%
SOUL INVOKER	90%	145%	125%	125%	135%	125%	100%	100%

Weapon Mastery

RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
SHAMAN	5	5	13	8	3	13	20	15
WITCH DOCTOR	5	5	13	8	3	13	21	16
NECROMANCER	6	6	14	9	4	14	22	17
DARK ELDER	6	6	14	9	4	14	23	18
PURGATORY ORACLE	7	7	15	10	5	15	24	19
SOUL INVOKER	7	7	15	10	5	15	25	20

Evility

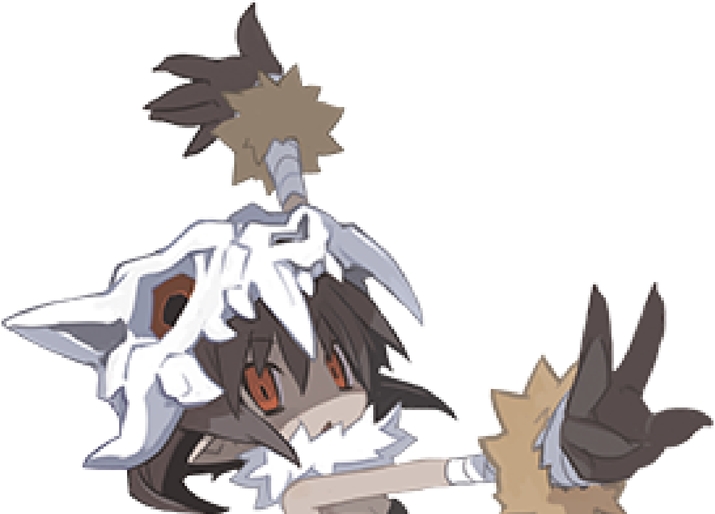
Evility	EFFECT
Cursed Dance	Decrease stats of enemy units on map by 5%.
Gloomy Dance	Status ailment spells are 20% more effective against enemy units.
Ominous Dance	Decrease evasion rate of enemy units by 20%.

Skills

Skill	Level	Note
Enfeeble	1	–
Mind Break	1	–
Poison	1	–
Stun	5	–
Resist Break	10	–
Armor Break	10	–
Star	10	Rank 3 and up.
Blank Out	15	–
Mega Star	20	Rank 4 and up.
Blind	25	–
Slow	25	–
Slumber	40	Rank 2 and up.
Charm	50	Rank 2 and up.

Unlock Condition

CONDITION
Get an Onmyo Monk to level 20 or higher.



The Shaman is another job without a clear niche. In a game where you had more than 10 spots on your active roster, or where it wasn't as easy to teach characters spells that they wouldn't ordinarily learn, the Shaman would shine as a complimentary character to your offense. In this game, however, the Shaman doesn't have quite as much going for her. It's often easier to simply kill a troublesome opponent than it is to cripple it with status ailments, and the latter is the Shaman's entire game plan.

If you apprentice your Shaman to Flonne, a Magician, a Cleric, or a Witch to expand her spell list, her high INT, SP, and RES growths and high natural Weapon Mastery with Staves make her a solid choice for a caster, while providing Cursed Dance or Ominous Dance to debuff the enemy team. Gloomy Dance is also an excellent combination with other jobs or monsters that rely heavily on status ailments, such as Lanterns or Mothmen.

Masked Hero

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
MASKED HERO	12	14	10	6	6	14	10	24	6	30	3	4%	1	0%
VIZARD HERO	14	15	11	7	7	16	11	27	–	–	–	4%	–	–

MORPHING HERO	16	16	12	8	8	18	12	30	–	–	–	4%	–	–
FIXED-UP HERO	18	17	13	9	9	20	13	33	–	–	–	5%	–	–
GALAXY HERO	20	18	14	10	10	22	14	36	–	–	–	5%	–	–
SUPER DIMENSIONMAN	22	19	15	11	11	24	15	39	–	–	–	5%	–	–

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
MASKED HERO	70%	110%	90%	70%	70%	120%	90%	130%
VIZARD HERO	75%	115%	90%	70%	70%	125%	90%	135%
MORPHING HERO	80%	120%	95%	75%	75%	130%	95%	140%
FIXED-UP HERO	85%	125%	95%	75%	75%	135%	95%	145%
GALAXY HERO	90%	130%	100%	80%	80%	140%	100%	150%
SUPER DIMENSIONMAN	95%	135%	100%	80%	80%	145%	100%	155%

Weapon Mastery

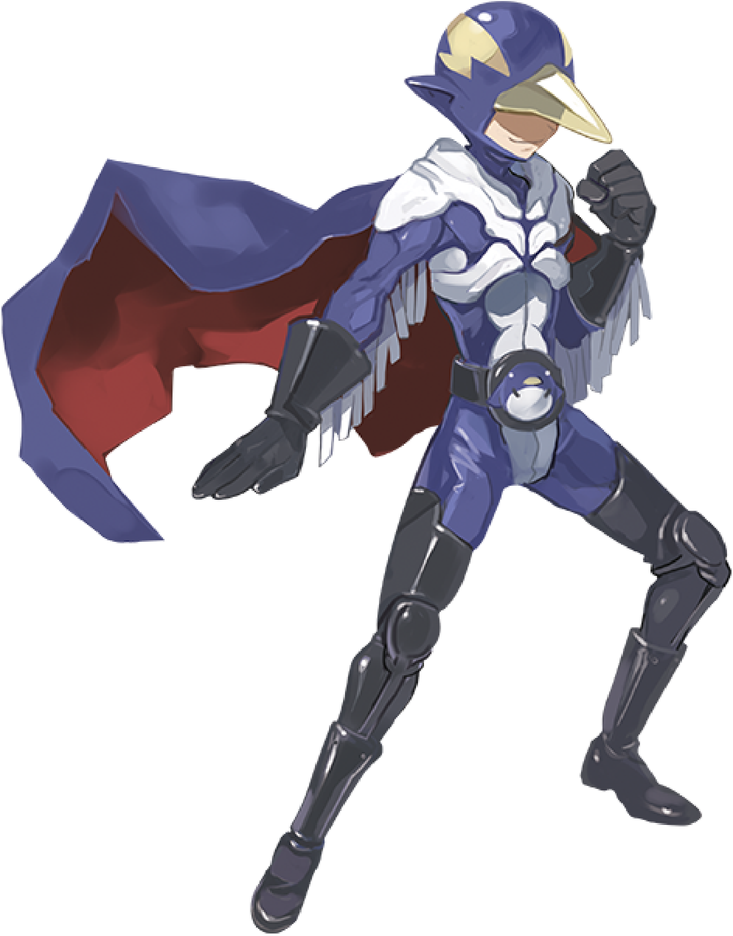
RANK	Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
MASKED HERO	20	3	10	10	15	3	3	3
VIZARD HERO	21	3	10	10	16	3	3	3
MORPHING HERO	22	4	11	11	17	4	4	4
FIXED-UP HERO	23	4	11	11	18	4	4	4
GALAXY HERO	24	5	12	12	19	5	5	5
SUPER DIMENSIONMAN	25	5	12	12	20	5	5	5

Evility

Evility	EFFECT
Blazing Start	Increase movement by 3 when leaving the Base Panel.
Heart of a Flea	Increase movement by 5, but any attack will Deathblow this unit.
Rapid Movement	Increase evasion rate by panels moved x 2%.

Unlock Condition

CONDITION
Get a Martial Artist/Fight Mistress to level 25 or higher.



The Masked Hero's got one thing going for him and that's sheer battlefield mobility. The Hero enjoys the highest base Move (tied with the Mothman) and highest Aptitude for SPD of any unit in the game, and with Rapid Movement or Heart of a Flea and a couple of pairs of Shoes, he can cover insane amounts of ground per turn. He's also quite capable of bringing the hurt with a Fist or Gun, which makes the Hero an excellent pick on maps like Cave of Ordeals 1, where you need to maximize your damage on your first turn.

Heart of a Flea looks like a death sentence, and it is, but with the right buffs it can be surprisingly useful. Since the Hero already has a massive SPD stat, he has as good a chance as anyone of dodging an attack that would otherwise kill him. With a buff from Speed Boost and multiple pairs of Shoes, your Hero can stay in a fight much longer than he should. If you transfer one of a Ninja's evasive Evilities to the Hero via Demon Connect, it makes him even harder to hit.

The Hero has a secondary, unadvertised ability: unlike other characters, he can walk through panels that are occupied by hostile units. An enemy Masked Hero is not stopped by any defensive lines or bottlenecks you've set up with your troops. The only real solution is to leave him with nowhere to stand, so that he can't simply waltz up to your backfield characters and knock them out.

Charts

Monsters

Sludge

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
MASKED HERO	16	10	14	26	6	6	14	6	3	15	3%	200%	1	-50%
VIZARD HERO	18	12	16	29	7	7	16	7	—	—	3%	—	—	—
MORPHING HERO	20	14	18	32	8	8	18	8	—	—	3%	—	—	—
FIXED-UP HERO	22	16	20	35	9	9	20	9	—	—	4%	—	—	—
GALAXY HERO	24	18	22	38	10	10	22	10	—	—	4%	—	—	—
SUPER DIMENSIONMAN	26	20	24	41	11	11	24	11	—	—	4%	—	—	—

APTITUDES

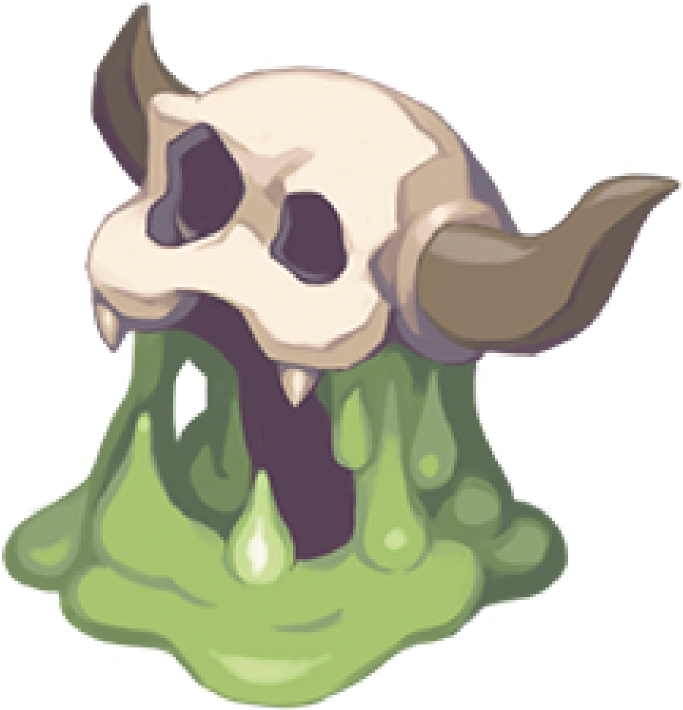
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
MASKED HERO	80%	110%	110%	140%	70%	70%	110%	90%
VIZARD HERO	80%	115%	115%	145%	70%	70%	115%	90%
MORPHING HERO	85%	120%	120%	150%	75%	75%	120%	95%
FIXED-UP HERO	85%	125%	125%	155%	75%	75%	125%	95%
GALAXY HERO	90%	130%	130%	160%	80%	80%	130%	100%
SUPER DIMENSIONMAN	90%	135%	135%	165%	80%	80%	135%	100%

Evility

Evility	EFFECT
Corrupting Body	Decrease non-elemental damage taken by 30%. Inflict Deprave.
Gel Body	Decrease non-elemental damage taken by 75%.
Poisonous Body	Decrease non-elemental damage taken by 50%. Inflict Poison.

Skills

Skill	Level
Slime Stomp	8
Slime Cheer	24
Roslimebo	48
Muscle Slime	96
Slime Hand	Mounted



With any Evility, a Sludge is difficult to kill with physical attacks, but is easily dropped by magic. If you want to use one as a regular member of your crew, your first goal is to find a way to counteract its low elemental resistances, either through Innocents or friendly characters' Evilities. If you can up its magic resistance via Innocents, Spirit Protection, or Registry Reverse, a Sludge is a virtual tank and makes a great mount for any humanoid you're trying to protect.

Lantern

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
PUMPKIN	20	10	15	12	12	6	12	14	5	25	7%	100%	1	-50%
DECOY	22	12	17	13	13	7	13	16	–	–	7%	–	–	–
MANDRAKE	24	14	19	14	14	8	14	18	–	–	8%	–	–	–
SCARECROW	26	16	21	15	15	9	15	20	–	–	8%	–	–	–
JACK	28	18	23	16	16	10	16	22	–	–	9%	–	–	–
HALLOWEEN	30	20	25	17	17	11	17	24	–	–	9%	–	–	–

APTITUDES

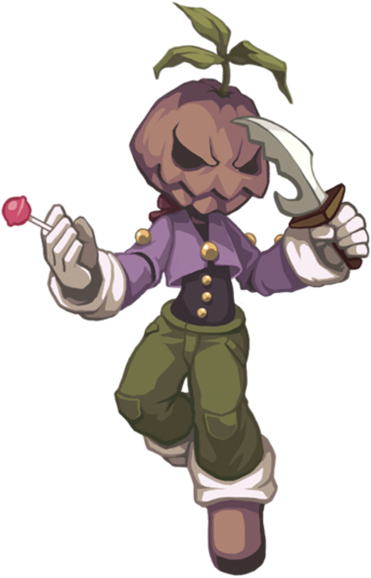
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
PUMPKIN	100%	90%	110%	100%	100%	70%	90%	100%
DECOY	105%	90%	115%	105%	105%	70%	90%	105%
MANDRAKE	110%	95%	120%	110%	110%	75%	95%	110%
SCARECROW	115%	95%	125%	115%	115%	75%	95%	115%
JACK	120%	100%	130%	120%	120%	80%	100%	120%
HALLOWEEN	125%	100%	135%	125%	125%	80%	100%	125%

Skills

Skill	Level
Target Lock	1
Jack Knife Jr.	8
Daniel Jacks	24
Jack the Ripper	48
Jackpot 4 U	96
Jumpin' Jack	Mounted

Evility

Evility	EFFECT
Bad Trip	50% chance to inflict status ailment when attacking.
Registry Reverse	Reverse + and – element values of adjacent units.
Reverse Ailment	Reverse the effects and damage from status ailments.



Bad Trip gives you a lot of trouble throughout the story missions and can be just as powerful in your hands, but both Registry Reverse and Reverse Ailment can potentially be game-changers. Registry Reverse lets you proactively turn a unit's vulnerabilities into strengths, or vice versa, and Reverse Ailment flips Poison and Depraved into a healing spell and a 30% stat boost. Beyond that, the Lantern is a powerful melee attacker, although as you might expect from a monster that actually is made out of straw, one good hit from a Fire-based attack and the Lantern is pie filling.

Mothman

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
MOTHMAN	16	12	12	6	12	16	12	16	6	35	8%	100%	2	25%
MESSENGER	18	13	13	7	13	18	13	18	–	–	8%	–	–	–
WATCHER	20	14	14	8	14	20	14	20	–	–	9%	–	–	–
OBSERVER	22	15	15	9	15	22	15	22	–	–	9%	–	–	–
SPY	24	16	16	10	16	24	16	24	–	–	10%	–	–	–
UNKNOWN	26	17	17	11	17	26	17	26	–	–	10%	–	–	–

APTITUDES

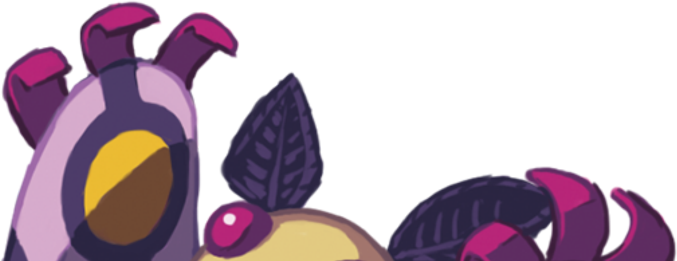
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
MOTHMAN	80%	100%	100%	60%	100%	120%	100%	120%
MESSENGER	80%	105%	105%	60%	105%	125%	105%	125%
WATCHER	85%	110%	110%	65%	110%	130%	110%	130%
OBSERVER	85%	115%	115%	65%	115%	135%	110%	135%
SPY	90%	120%	120%	70%	120%	140%	120%	140%
UNKNOWN	90%	125%	125%	70%	125%	145%	125%	145%

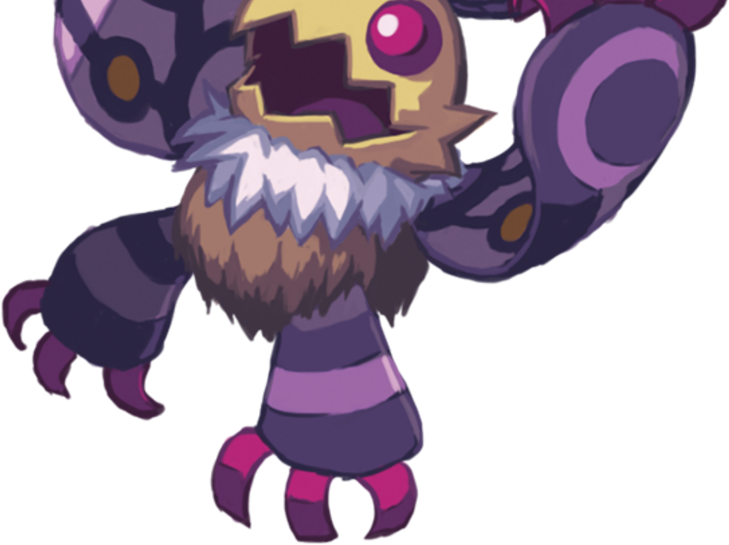
Skills

Skill	Level
Poison	5
Super Hypno Ray	6
Stun	12
Mothsplosion	24
Slumber	32
Moth Field	48
Sunset Lullaby	96
Moth Tornado	Mounted

Evility

Evility	EFFECT
Full of Miasma	Enemy units are 30% more likely to be afflicted with status ailments.
Lengthen Ailment	Status ailments will last three turns longer on enemy units.
Poison Accelerator	Increase poison damage dealt to enemy units on map by 50%.





The Mothman has respectable offensive stats and inflicts a lot of status ailments with its unique Skills, but even at Rank 6, it's fragile. Its real value to you is as a mount, as its Move of 6 and Jump of 35 make it the most mobile monster in the game. You can use an equal-level Mothman as a way to compensate for the low Move and Jump of slower units, particularly Magicians or Witches. Its Evilities are all based around improving ailments, which makes the Mothman a good partner for Lanterns, Shamans, or Ninjas.

Golem

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire
GOLEM	40	8	17	8	10	8	10	8	4	20	5%	200%	2	50%
SPRIGGAN	43	9	19	9	12	9	11	9	–	–	5%	–	–	–
EKIM	46	10	21	10	14	10	12	10	–	–	5%	–	–	–
GENIE	49	11	23	11	16	11	13	11	–	–	6%	–	–	–
ULLIKUMMI	52	12	25	12	18	12	14	12	–	–	6%	–	–	–
GOGMAGOG	55	13	27	13	20	13	15	13	–	–	6%	–	–	–

APTITUDES

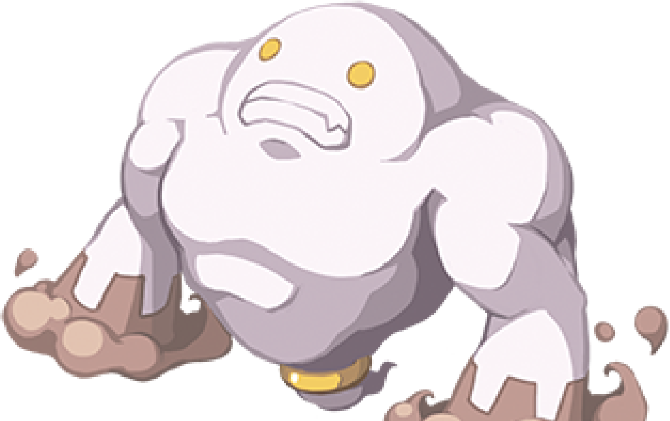
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
GOLEM	130%	80%	115%	80%	100%	80%	100%	80%
SPRIGGAN	135%	80%	120%	80%	105%	80%	105%	80%
EKIM	140%	85%	125%	85%	110%	85%	110%	85%
GENIE	145%	85%	130%	85%	115%	85%	115%	85%
ULLIKUMMI	150%	90%	135%	90%	120%	90%	120%	90%
GOGMAGOG	155%	90%	140%	90%	125%	90%	125%	90%

Skills

Skill	Level
Nether Lariat	8
Pile Bunker	28
Gaea's Lament	56
Macho Golem	112
Lantern Wish	Mounted

Evility

Evility	EFFECT
Crisis Energy	When HP is under 25%, increase Attack Power by 100%.
Reversal Power	When HP decreases by 10%, increase Attack Power by 5%.
Tense Crisis	When HP is under 50%, increase Attack Power by 75%.



The Golem's HP growth is spectacular but his DEF and RES are both lousy, which helps to expedite his Evilities. Since his defensive stats are so low, a Golem will often soak up a lot of damage from opportunistic enemies but survive anyway due to his HP pool. Unless he's on the verge of death, don't worry about healing him, as the closer to dead a Golem gets, the harder he hits. If you have the Golem swipe a Zombie's Predation Evility, you can use the passive regeneration from it to keep the Golem on the verge of death without quite going over.

Spirit

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	
GHOST	15	15	8	8	16	14	14	10	4	20	3%	100%	1	-50%	50
BOGGART	17	17	9	9	18	16	16	11	–	–	3%	–	–	–	–
SPECTER	19	19	10	10	20	18	18	12	–	–	3%	–	–	–	–
WRAITH	21	21	11	11	22	20	20	13	–	–	4%	–	–	–	–
FIEND	23	23	12	12	24	22	22	14	–	–	4%	–	–	–	–
PHANTOM	25	25	13	13	26	24	24	15	–	–	4%	–	–	–	–

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
GHOST	80%	130%	80%	80%	115%	110%	110%	90%
BOGGART	80%	135%	80%	80%	120%	115%	115%	90%
SPECTER	85%	140%	85%	85%	125%	120%	120%	95%
WRAITH	85%	145%	85%	85%	130%	125%	125%	95%
FIEND	90%	150%	90%	90%	135%	130%	130%	100%
PHANTOM	90%	155%	90%	90%	140%	135%	135%	100%

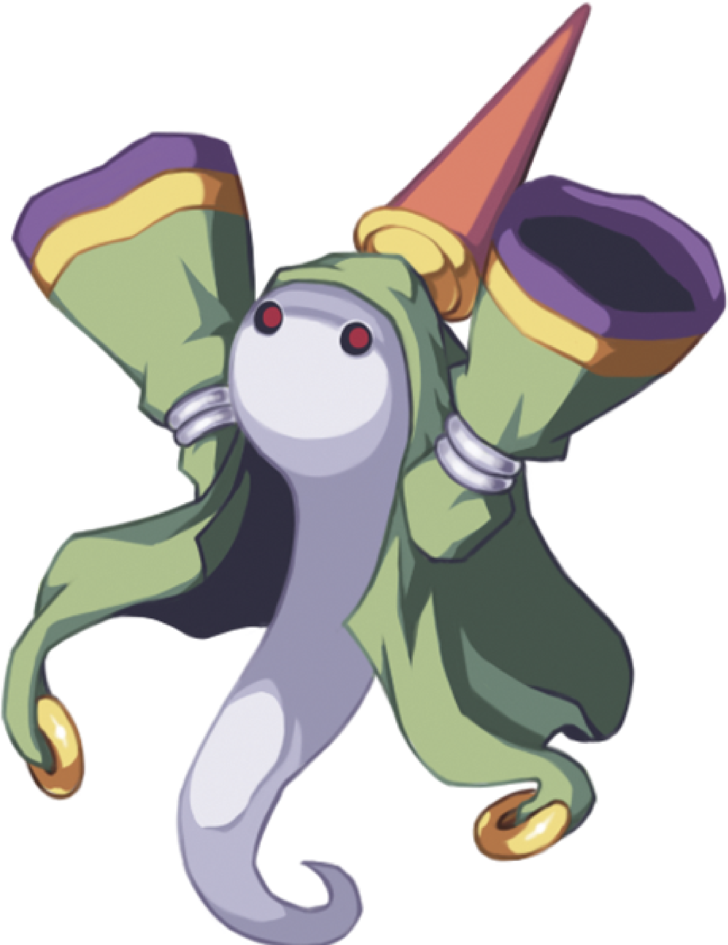
Skills

Skill	Level
Fire	1
Ignis Fatuus	8
Mega Fire	10
Giga Fire	20
Micro Bomber	28
Omega Fire	40
Puppet Show	56
Never Forget You	112

Dimension Eater X	Mounted

Evility

Evility	EFFECT
Astral Body	As long as SP remains, HP damage taken will be inflicted to SP.
Generate Pain	50% of damage taken recovers SP.
Mind Break	Inflict 25% of damage dealt to SP as well.



The Spirit's fragile, as one might expect from a talented spellcaster, but it gets such a massive SP pool that it can withstand a startling amount of damage via Astral Body. Using Demon Connect to give it a Witch's Magic Creation or another Spirit's Generate Pain can set up a nifty feedback loop that allows the Spirit to face-tank most enemies' attacks. Another option is to pair it with a Death and use Mind Break and Mind Reaper as a vicious one-two punch, whittling down a tough enemy's SP pool before delivering a deathblow.

Slumber Cat

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	
CATSABER	16	10	14	10	8	10	14	16	5	30	10%	100%	1	50%	0
WARCAT	18	11	16	11	9	11	16	18	–	–	10%	–	–	–	–
CAIT SITH	20	12	18	12	10	12	18	20	–	–	11%	–	–	–	–
GRIMALKIN	22	13	20	13	11	13	20	22	–	–	11%	–	–	–	–
ELBACCIE	24	14	22	14	12	14	22	24	–	–	12%	–	–	–	–
LORD CAT GOD	26	15	24	15	13	15	24	26	–	–	12%	–	–	–	–

APTITUDES

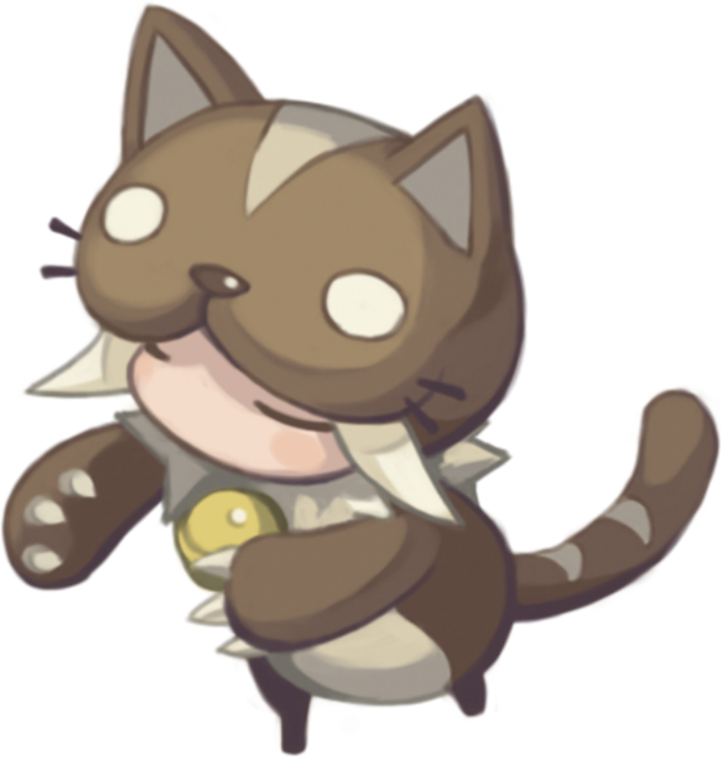
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
CATSABER	80%	90%	100%	90%	80%	90%	110%	120%
WARCAT	80%	95%	105%	95%	80%	95%	115%	125%
CAIT SITH	85%	100%	110%	100%	85%	100%	120%	130%
GRIMALKIN	85%	105%	115%	105%	85%	105%	125%	135%
ELBACCIE	90%	110%	120%	110%	90%	110%	130%	140%
LORD CAT GOD	90%	115%	125%	115%	90%	115%	135%	145%

Skills

Skill	Level
Cat Setaria	6
Burning Hairball	24
Combo Attack	48
Blue Sky Surfer	96
Cat Umbrella Spin	Mounted

Evility

Evility	EFFECT
Cute Aura	Decrease damage taken from female units by 50%.
Softening Aura	Decrease damage taken from monster units by 50%.
Weakening Aura	Decrease damage taken from humanoid units by 50%.



Taken by itself, the Slumber Cat is the rough monstrous equivalent to a Fight Mistress, with some powerful physical attacks and a handy fire blast via Burning Hairball. The advantage to a Slumber Cat is in her Evilities, as each Aura gives her a flat 50% damage reduction against one commonly encountered type of enemy and lets the Cat take on entire groups of opponents at once.

Prinny

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Fire	Wind	W
PVT. PRINNY	20	14	12	12	8	12	14	14	4	20	7%	100%	-25%	0%	25
CPT. PRINNY	22	15	13	13	9	13	16	16	—	—	7%	—	—	—	—

COL. PRINNY	24	16	14	14	10	14	18	18	—	—	8%	—	—	—	—
GEN. PRINNY	26	17	15	15	11	15	20	20	—	—	8%	—	—	—	—
PRINNY KING	28	18	16	16	12	16	22	22	—	—	9%	—	—	—	—
PRINNY GOD	30	19	17	17	13	17	24	24	—	—	9%	—	—	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
PVT. PRINNY	90%	110%	100%	100%	90%	100%	110%	110%
CPT. PRINNY	95%	115%	105%	105%	95%	105%	115%	115%
COL. PRINNY	100%	120%	110%	110%	100%	110%	120%	120%
GEN. PRINNY	105%	125%	115%	115%	105%	115%	125%	125%
PRINNY KING	110%	130%	120%	120%	110%	120%	130%	130%
PRINNY GOD	115%	135%	125%	125%	115%	125%	135%	135%

Skills

Skill	Level
Speed Boost	1
Prinny Blizzard	6
Prinny Dance	24
Thousand Prinnies	48
Code Prinny	96
Bomber Dood	Mounted

Evility

Evility	EFFECT
Bomb Conversion	Deals damage with a range of 1 equal to 100% of remaining HP.
Cross Bomber	Deals damage in straight lines of 5 panels equal to 50% of remaining HP.
Explosive Body	Deals damage with a range of 2 equal to 50% of remaining HP.

One of the weird, hidden ironies of Disgaea D2 is that the Prinny has the best overall Aptitudes of any class in the game. Even at Rank 1, a Prinny has an even spread with only two weak spots, HP and INT, and they don't care about INT in the least. By the time you reach Rank 6, its Aptitudes and stat growths are on par with or better than most of the unique characters'. Result: a Prinny God in decent equipment rips right through enemies, which is part of why the later stages in Prinny Land are so lethal. It's almost enough to make you not use Prinnies as improvised grenades throughout most of the game. Almost.

Zombie

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire	Winc
ZOMBIE	28	10	14	15	6	15	11	6	4	20	5%	1	1	-50%	0%
GHOUL	31	11	15	16	7	16	12	7	—	—	5%	—	—	—	—
CORPSE	34	12	16	17	8	17	13	8	—	—	5%	—	—	—	—
GHAST	37	13	17	18	9	18	14	9	—	—	6%	—	—	—	—
WIGHT	40	14	18	19	10	19	15	10	—	—	6%	—	—	—	—
ZOMBIE KING	43	15	19	20	11	20	16	11	—	—	6%	—	—	—	—

APTITUDES

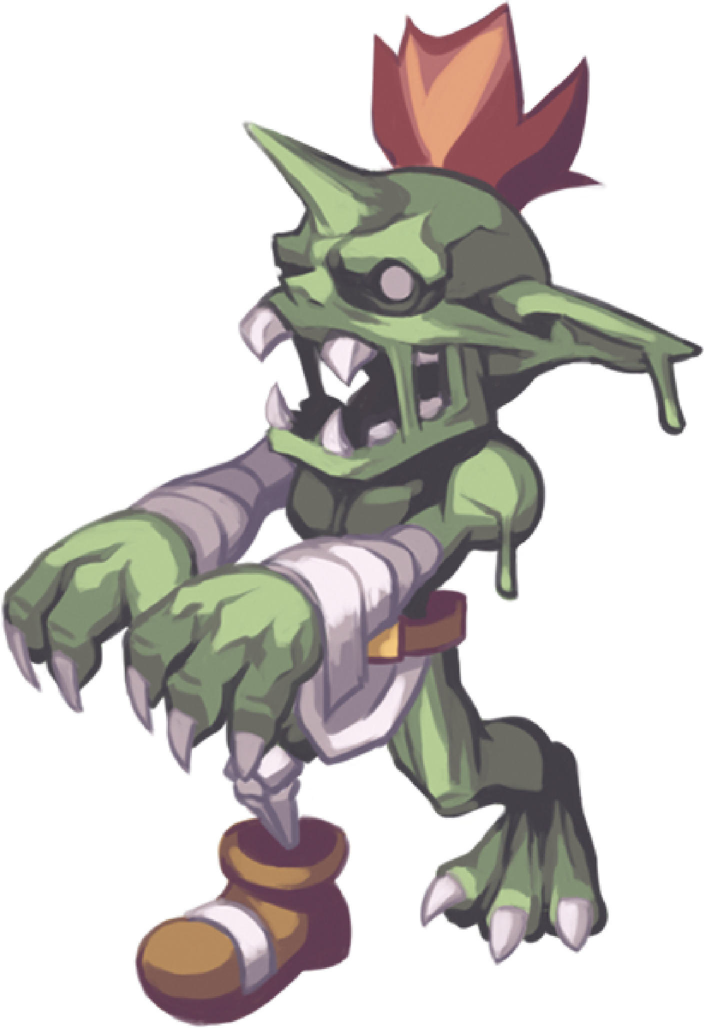
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
ZOMBIE	120%	90%	100%	100%	70%	100%	90%	80%
GHOUL	125%	95%	105%	105%	70%	105%	90%	80%
CORPSE	130%	100%	110%	110%	75%	110%	95%	85%
GHAST	135%	105%	115%	115%	75%	115%	95%	85%
WIGHT	140%	110%	120%	120%	80%	120%	100%	90%
ZOMBIE KING	145%	115%	125%	125%	80%	125%	100%	90%

Skills

Skill	Level
Poison Bite	8
Rotten Headbutt	32
Zombie Tornado	64
Zombeam	128
DIEmension Slash	Mounted

Evility

Evility	EFFECT
Corpse Cannibal	Recover HP and SP by units defeated x 10% when defeating units.
Predation	When dealing damage with attacks, recover 10% HP.
Soul Eater	When dealing damage with attacks, recover 10% SP.



The basic idea behind a Zombie is that it outlasts the other guy. It'll never be a spellcaster, but its HP, DEF and RES are solid and all three of its Evilities deal with its recovering HP or SP from dealing damage. A Zombie is a great marathon runner for those long sessions in the lower floors of the Item World. Unfortunately, all its Special Skills run off of its lousy INT, but they inflict Poison.

Gargoyle

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire	W
GARGOYLE	20	12	15	18	12	17	10	6	2	15	4%	2	1	0%	0%
GUARDIAN	22	14	17	20	14	19	12	7	—	—	4%	—	—	—	—
NEBIROS	24	16	19	22	16	21	14	8	—	—	4%	—	—	—	—
BALROG	26	18	21	24	18	23	16	9	—	—	5%	—	—	—	—
SETH	28	20	23	26	20	25	18	10	—	—	5%	—	—	—	—
PAZUZU	30	22	25	28	22	27	20	11	—	—	5%	—	—	—	—

APTITUDES

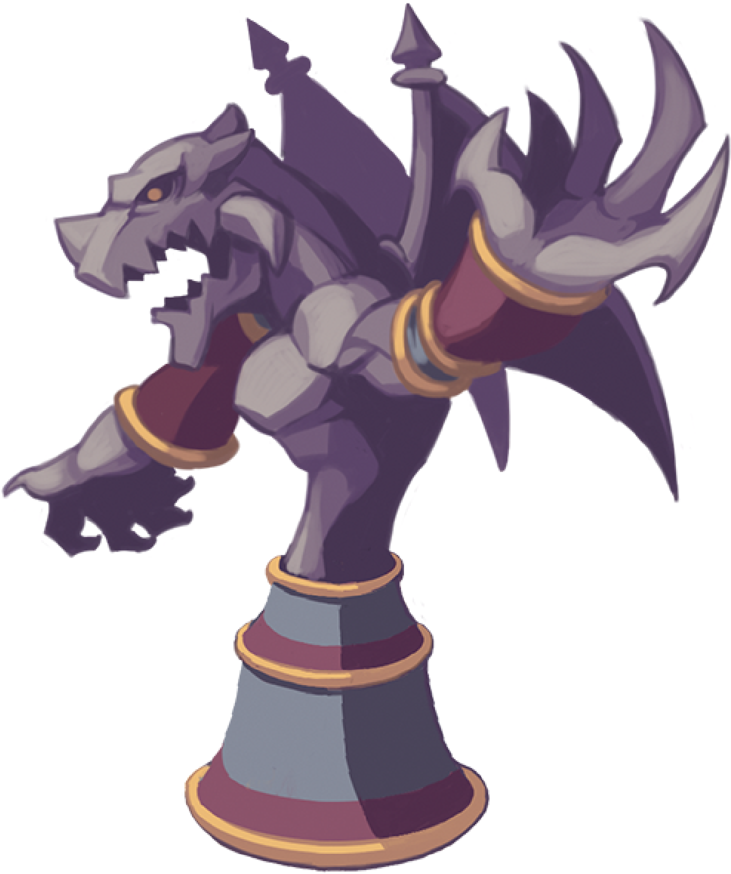
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
GARGOYLE	90%	100%	105%	120%	100%	115%	100%	60%
GUARDIAN	95%	105%	110%	125%	105%	120%	105%	60%
NEBIROS	100%	110%	115%	130%	110%	125%	110%	65%
BALROG	105%	115%	120%	135%	115%	130%	115%	65%
SETH	110%	120%	125%	140%	120%	135%	120%	70%
PAZUZU	115%	125%	130%	145%	125%	140%	125%	70%

Skills

Skill	Level	Note
Wind	1	—
Flying Press	8	—
Mega Wind	10	—
Giga Wind	20	Rank 2 and up.
Boltech Booster	28	—
Electric Shot	56	—
Galleon Cannon	112	—
Granite Checkmate	Mounted	—

Evility

Evility	EFFECT
Home Security	When within 5 panels of Base Panel, increase stats by 20%.
Stone Statue	As long as unit doesn't move, increase Defense Power by 100%.
Turbo Boost	If unit doesn't move, multiply movement two times on next turn.



The Gargoyle's the slowest character in the game, as one might expect from an animated statue that does not technically have legs. It makes an excellent unit for those occasions when you want to set up a defensive perimeter and murder enemies as they run up to you, as the Stone Statue Evility and its high Aptitude for RES make it very difficult to kill. On any map where you're called upon to cover any distance at all, the Gargoyle's better off staying home; even with Turbo Boost, you'll be wasting a lot of turns just getting it into the fray.

Minotaur

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire

MINOTAUR	37	6	18	12	6	6	12	12	4	20	7%	2	1	0%	0
BEAST	39	7	20	13	7	7	13	13	—	—	7%	—	—	—	—
DEATH MOWBUU	41	8	22	14	8	8	14	14	—	—	8%	—	—	—	—
HUMBABA	43	9	24	15	9	9	15	15	—	—	8%	—	—	—	—
ARCH DEVIL	45	10	26	16	10	10	16	16	—	—	9%	—	—	—	—
BEHEMOTH	47	11	28	17	11	11	17	17	—	—	9%	—	—	—	—

APTITUDES

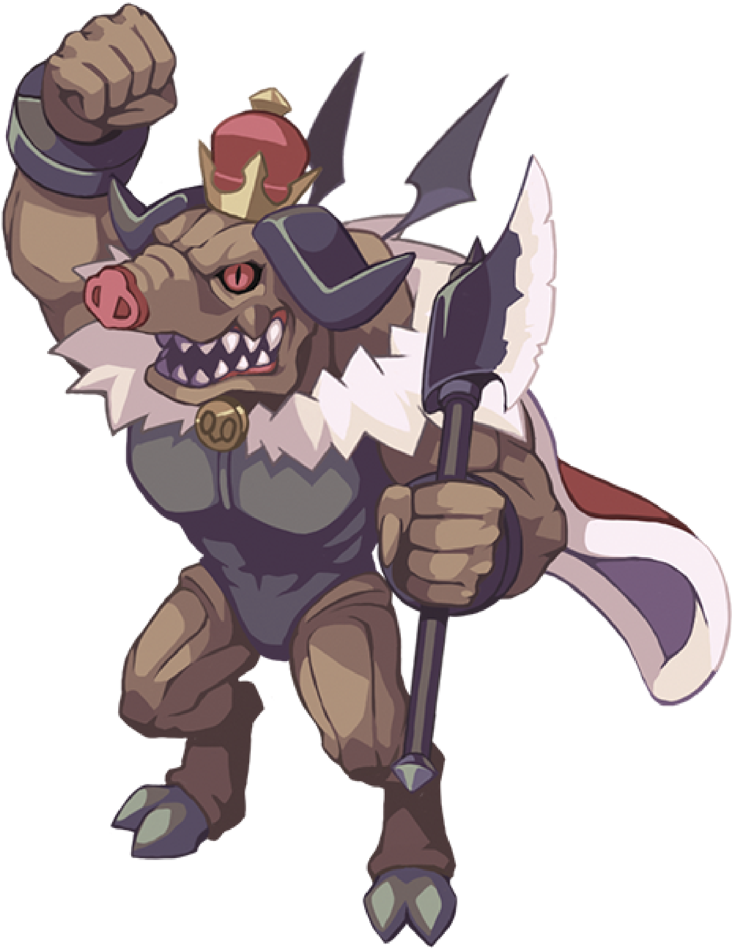
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
MINOTAUR	120%	60%	120%	100%	70%	70%	110%	100%
BEAST	125%	60%	125%	105%	70%	70%	115%	105%
DEATH MOWBUU	130%	65%	130%	110%	75%	75%	120%	110%
HUMBABA	135%	65%	135%	115%	75%	75%	125%	115%
ARCH DEVIL	140%	70%	140%	120%	80%	80%	130%	120%
BEHEMOTH	145%	70%	145%	125%	80%	80%	135%	125%

Skills

Skill	Level
Darkness Slash	10
Spinning Wind Blast	32
Sand Wyrm Impact	64
Boulder Shot	128
Twilight Bomber	Mounted

Evility

Evility	EFFECT
Boar Charge	Increase Attack Power by 50%, but decrease Accuracy by 30%.
Dead or Alive	Critical Rate becomes 100% for unit and units attacking it.
Great Wall	Increase Defense Power by 50%, but all attacks will hit.



The Minotaur pays for some of the highest HP and ATK growth rates in the game with one of the lowest SP Aptitudes and a RES score that's permanently stuck in the basement. He'll make mincemeat out of anyone he can reach, but an enemy spellcaster, particularly one that knows Ice spells, has his number from the moment he's deployed. If you're going to use a Minotaur, use a Lantern or Magic Knight as his running buddy and tune up his RES gain at the Demon's Dojo.

Death

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire
CHERNOBOG	16	16	14	8	16	10	14	8	4	25	10%	1	1	50%
DEATH	18	18	16	9	18	11	16	9	–	–	10%	–	–	–
TEZCATLIPOCA	20	20	18	10	20	12	18	10	–	–	11%	–	–	–
MRTYU	22	22	20	11	22	13	20	11	–	–	11%	–	–	–
SAMAEL	24	24	22	12	24	14	22	12	–	–	12%	–	–	–
THANATOS	26	26	24	13	26	15	24	13	–	–	12%	–	–	–

APTITUDES

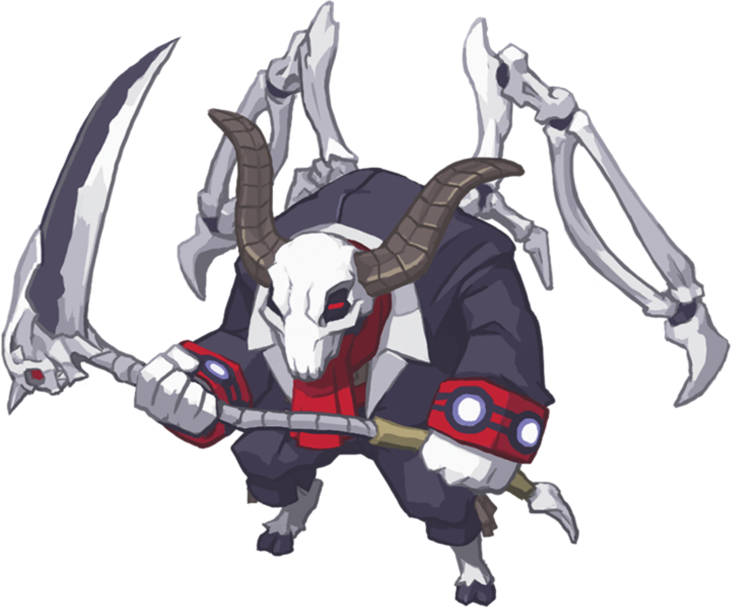
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
CHERNOBOG	80%	120%	100%	80%	110%	90%	100%	80%
DEATH	80%	125%	105%	80%	115%	95%	105%	80%
TEZCATLIPOCA	85%	130%	110%	85%	120%	100%	110%	85%
MRTYU	85%	135%	115%	85%	125%	105%	115%	85%
SAMAEL	90%	140%	120%	90%	130%	110%	120%	90%
THANATOS	90%	145%	125%	90%	135%	115%	125%	90%

Skills

Skill	Level	Note
Ice	1	–
Mega Ice	10	–
Shadow Nail	15	–
Giga Ice	20	Rank 2 and up.
Circle of Death	40	–
Omega Ice	40	Rank 3 and up.
Soul Collector	80	–
Testament	160	–
Death March	Mounted	–

Evility

Evility	EFFECT
Mind Reaper	Deathblow units under 50% SP.
Near Death Reaper	When under 25% HP, unit's attacks have a 50% chance to deathblow.
Soul Reaper	Deathblow units under 25% HP.



As you might expect, using a Death is about triggering its deathblows. It's sort of the monster equivalent to the Magician and is a glass cannon, but the Mind Reaper and Near Death Reaper Evilities have a lot of really vicious potential. You just have to work a bit to make sure the Death stays alive long enough to realize that potential. Pair it up with a Spirit to take advantage of Mind Break, or equip some high-end Muscles on it so it's technically below 25% of its maximum HP when you start a fight, thus activating Near Death Reaper.

Living Armor

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire
KILLER ARMOR	28	6	18	13	10	12	12	10	4	20	8%	2	1	50%
CURSE KNIGHT	30	7	20	15	12	13	13	11	–	–	8%	–	–	–
DULLAHAN	32	8	22	17	14	14	14	12	–	–	9%	–	–	–
AVENGER	34	9	24	19	16	15	15	13	–	–	9%	–	–	–
DEMON MAIL	36	10	26	21	18	16	16	14	–	–	10%	–	–	–
EXECUTIONER	38	11	28	23	20	17	17	15	–	–	10%	–	–	–

APTITUDES

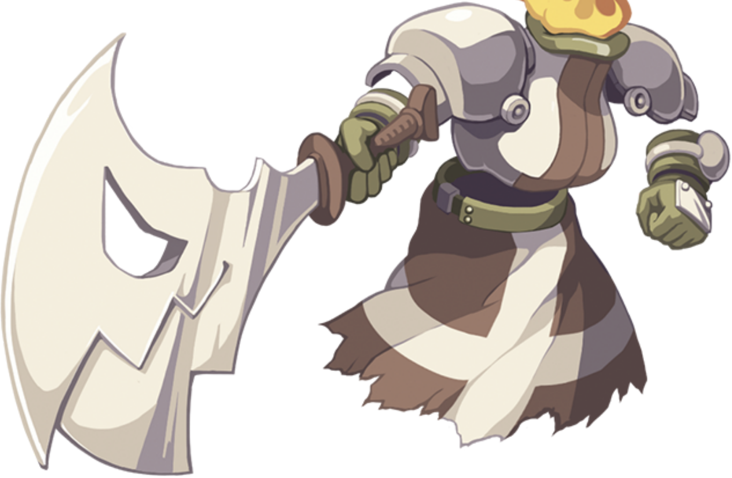
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
KILLER ARMOR	100%	60%	120%	100%	100%	100%	100%	80%
CURSE KNIGHT	105%	60%	125%	105%	105%	105%	105%	80%
DULLAHAN	110%	65%	130%	110%	110%	110%	110%	85%
AVENGER	115%	65%	135%	115%	115%	115%	115%	85%
DEMON MAIL	120%	70%	140%	120%	120%	120%	120%	90%
EXECUTIONER	125%	70%	145%	125%	125%	125%	125%	90%

Skills

Skill	Level
Lightning God Slash	10
Gigantic	32
Black Death Circle	64
Gallatin Sword	128
X-Slash	Mounted

Evility

Evility	EFFECT
Combat High	Increase Attack Power by enemy units defeated by ally units x 10%. (Max 200%.)
Flames of Revenge	Increase Attack Power by ally units defeated x 20%.
Patience	Increases Attack Power by 10% each time unit is hit. (Max 200%.)



A Living Armor is good at the start of a fight and ends it as one of the most dangerous creatures on the map. It's a marathon runner and shines on stages where you'll need to burn through a lot of enemies, like Behind the Star or the Floating Lands.

Counterintuitively, the Living Armor's unique Skills are all INT-based and its Evilities all up its ATK. To get the most of it, you'll want to use an Emblem rather than a Monster Weapon and get the Armor's HIT from somewhere else.

Succubus

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire	W
EMPUSA	20	14	12	12	8	12	14	14	4	20	7%	1	4	50%	0%
LILIM	22	15	13	13	9	13	16	16	–	–	7%	–	–	–	–
SUCCUBUS	24	16	14	14	10	14	18	18	–	–	8%	–	–	–	–
CARMILLA	26	17	15	15	11	15	20	20	–	–	8%	–	–	–	–
HECATE	28	18	16	16	12	16	22	22	–	–	9%	–	–	–	–
LILITH	30	19	17	17	13	17	24	24	–	–	9%	–	–	–	–

APTITUDES

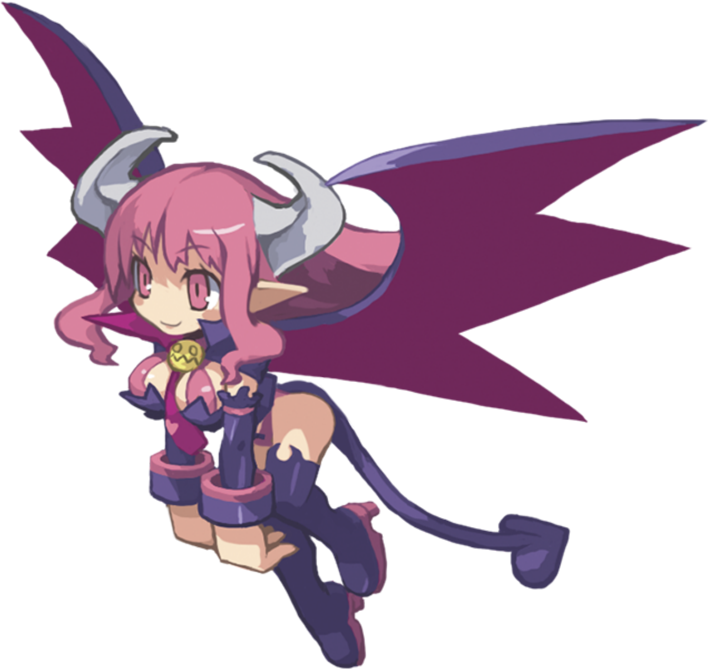
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
EMPUSA	80%	100%	110%	100%	110%	110%	100%	90%
LILIM	80%	105%	115%	105%	115%	115%	105%	95%
SUCCUBUS	85%	110%	120%	110%	120%	120%	110%	100%
CARMILLA	85%	115%	125%	115%	125%	125%	115%	105%
HECATE	90%	120%	130%	120%	130%	130%	120%	110%
LILITH	90%	125%	135%	125%	135%	135%	125%	115%

Skills

Skill	Level	Note
Fire	1	–
Heal	1	–
Charm	1	–
Diving Heart	10	–
Mega Fire	10	–
Mega Heal	10	–
Giga Fire	20	–
Giga Heal	20	Rank 2 and higher.
Pink Illusion	32	–
Nightmare Carnival	64	–
Twin Attribute	128	–
Judgment Rendezvous	Mounted	–

Evility

Evility	EFFECT
Punishment	Inflict 25% of damage taken from enemy male unit to attacker.
Sexy Aura	Decrease stats of adjacent enemy male units by 20%.
Shame	Increase stats by 5% per male unit on map.



Her HP pool is on the low side, but the Succubus is probably the most successful hybrid unit in the game. Monster Mastery lets her get a lot out of Emblems, she learns Fire and Heal spells on her own, and her unique Skills all inflict Deprave as a side effect. The only big drawback is that all of the Succubus's Evilities depend upon her fighting male units; they either power her up or are at a disadvantage against her. Given how many randomly encountered humanoid enemies are female units, the Succubus's Evilities won't apply as often as you might hope they would.

The Shame Evility is interesting, as it reflects 25% of the damage the Succubus takes from a male opponent back at that opponent. This allows you to use up to nine throwaway Succubi against particularly tough male enemies, who will obligingly beat themselves nearly to death. This includes Pringer X and even Baal.

Nekomata

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire	W
NEKOMATA	32	6	16	10	6	12	12	16	5	25	8%	1	1	-25%	50
PAO MAO	34	7	18	11	7	13	13	18	—	—	8%	—	—	—	—
TAILRING	36	8	20	12	8	14	14	20	—	—	9%	—	—	—	—
CATH PALUG	38	9	22	13	9	15	15	22	—	—	9%	—	—	—	—

OVINIG	40	10	24	14	10	16	16	24	—	—	10%	—	—	—	—
BASTET	42	11	26	15	11	17	17	26	—	—	10%	—	—	—	—

APTITUDES

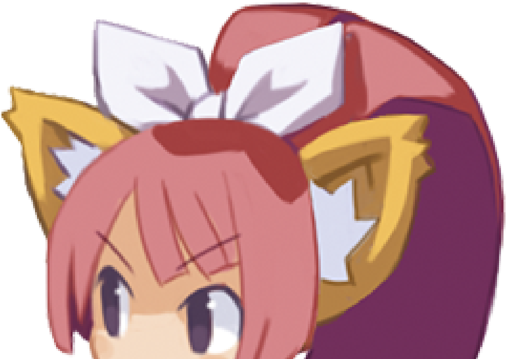
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
NEKOMATA	110%	70%	110%	90%	70%	100%	100%	110%
PAO MAO	115%	70%	115%	90%	70%	100%	100%	115%
TAILRING	120%	75%	120%	95%	75%	105%	105%	120%
CATH PALUG	125%	75%	125%	95%	75%	105%	105%	125%
OVINIG	130%	80%	130%	100%	80%	110%	110%	130%
BASTET	135%	80%	135%	100%	80%	110%	110%	135%

Skills

Skill	Level
Cat Dance	20
Cat Punch Rush	45
Cat Wave Z	90
Hundred Cat Fist	180
Lovely Paw Fist	Mounted

Evility

Evility	EFFECT
Cat on the Brink	After attacking, if HP is under 25%, 50% chance to attack again.
Enemy on the Brink	After attacking, if target is under 10% HP, attack again.
Fighting Spirit	After attacking, if target is higher level, 50% chance to attack again.



Nekomata have some hard-hitting unique Skills and very solid Aptitudes for HP, ATK, and SPD, but there isn't much they do that Martial Artists and Fight Mistresses don't do better, and they're vulnerable to two out of the three types of elemental attacks to boot. Hundred Cat Fist is comedy gold, however, particularly if you work it in as the last hit in a Combo Attack, and it does a ton of damage.

Sea Angel

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire

CLIO	12	14	10	14	12	18	10	8	3	25	3%	1	3	-75%
EUTERPE	14	16	11	16	14	20	11	9	—	—	3%	—	—	—
THALIA	16	18	12	18	16	22	12	10	—	—	3%	—	—	—
URANIA	18	20	13	20	18	24	13	11	—	—	4%	—	—	—
POLYHYMNIA	20	22	14	22	20	26	14	12	—	—	4%	—	—	—
ERATO	22	24	15	24	22	28	15	13	—	—	4%	—	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
CLIO	70%	100%	90%	100%	110%	120%	100%	80%
EUTERPE	70%	105%	90%	105%	115%	125%	105%	80%
THALIA	75%	110%	95%	110%	120%	130%	110%	85%
URANIA	75%	115%	95%	115%	125%	135%	115%	85%
POLYHYMNIA	80%	120%	100%	120%	130%	140%	120%	90%
ERATO	80%	125%	100%	125%	135%	145%	125%	90%

Skills

Skill	Level	—
Ice	1	—
Move!	1	—
Jump Jump Jump!	1	—
Mega Ice	10	—
Water Guillotine	15	—
Counter Classes	20	—
Giga Ice	20	Rank 2 and up.
Tentacle	40	—
Only Crits!	40	—
Throw!	60	Rank 2 and up.
Ice Wall Circle	80	—
Magic Extender	80	Rank 3 and up.
Dam Maker	160	—
With a Sea Angel!	Mounted	—

Evility

Evility	EFFECT
Fortune Song	Increase Mana earned by ally units on map by 20%.
Happy Song	Increase EXP earned by ally units on map by 10%.
Lovely Song	Increase stats of ally units on map by 5%.

You see several Sea Angels in the back half of the story missions who are there entirely to buff themselves and provide the rest of their team with the stat boost from Lovely Song. This is something of a trend with Sea Angels in general, as their niche in your roster is half support magician, half Evility bot. They pack a punch with Ice magic and bring a lot of unique buffs to the party, but even at high levels, they have a serious issue with falling over if an enemy looks at them hard enough.

Happy Song is a free 10% EXP to all units on the map except the Sea Angel herself and Fortune Song is a 20% multiplier to all Mana earned. When you're on the grind, it's worth making a couple of Sea Angels with those Evilities just to stand over by the base panel and sing Songs to boost your leveling rate.

Rifle Demon

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire
BACIEL	32	6	16	14	6	12	18	6	3	15	6%	1	5	50%
GAMBIEL	34	7	18	16	7	13	20	7	–	–	6%	–	–	–
ADNACHIEL	36	8	20	18	8	14	22	8	–	–	6%	–	–	–
VERCHIEL	38	9	22	20	9	15	24	9	–	–	7%	–	–	–
AMBRIEL	40	10	24	22	10	16	26	10	–	–	7%	–	–	–
MALCHIDAEL	42	11	26	24	11	17	28	11	–	–	7%	–	–	–

APTITUDES

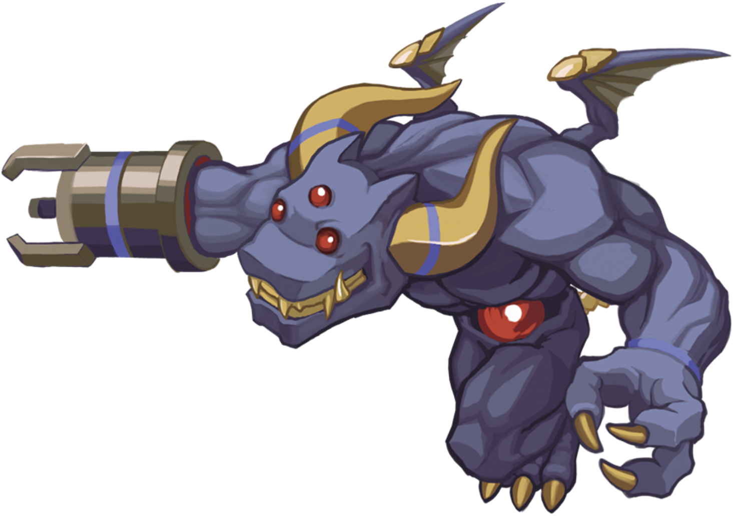
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
BACIEL	120%	70%	120%	105%	70%	100%	120%	60%
GAMBIEL	125%	70%	125%	110%	70%	105%	125%	60%
ADNACHIEL	130%	75%	130%	115%	75%	110%	130%	65%
VERCHIEL	135%	75%	135%	120%	75%	115%	135%	65%
AMBRIEL	140%	80%	140%	125%	80%	120%	140%	70%
MALCHIDAEL	145%	80%	145%	130%	80%	125%	145%	70%

Skills

Skill	Level
Ignition	15
Bastard Black	40
Catapult	80
Rifle Death	160
Space Galaxy Kick	Mounted

Evility

Evility	EFFECT
Piercing Shot	When attacking, deal damage to units between self and target.
Power Shot	Increase attack by 75%.
Scatter Shot	When attacking, deal damage to units adjacent to target.



They look pretty cool. That counts for something, right?

Rifle Demons have one of the most overpowered Evilities in the game in Power Shot, which is a flat 75% bonus to their Attack Modifier (see Attack and Damage: The Math. This would be potentially game-breaking if they weren't a Gun on legs with the drawbacks of a Gun; they can only fire in straight lines and they have a low movement rate. Just the same, however, anything that steps within a Rifle Demon's line of sight is going to get chewed to bits. A Rifle Demon isn't so much a unit as it is a sentient machine gun turret.

Shark Dragon

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire
SERPENT	28	8	18	22	6	10	8	12	3	15	7%	2	1	-75%
MIZUCHI	30	9	20	24	7	11	9	13	—	—	7%	—	—	—
SEA DRAGON	32	10	22	26	8	12	10	14	—	—	8%	—	—	—
RAHAB	34	11	24	28	9	13	11	15	—	—	8%	—	—	—
LEVIATHAN	36	12	26	30	10	14	12	16	—	—	9%	—	—	—
MIDGARDSORM	38	13	28	32	11	15	13	17	—	—	9%	—	—	—

APTITUDES

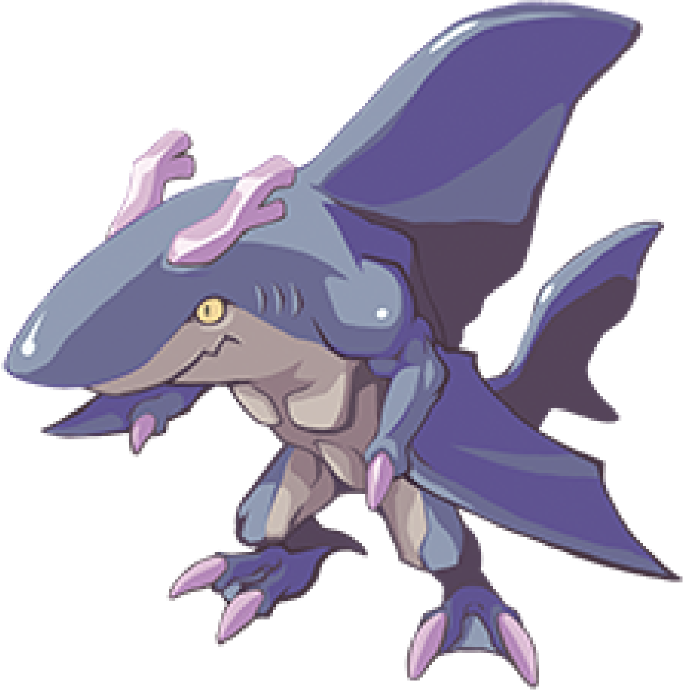
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
SERPENT	110%	80%	130%	130%	70%	70%	90%	100%
MIZUCHI	115%	80%	135%	135%	70%	70%	95%	105%
SEA DRAGON	120%	85%	140%	140%	75%	75%	100%	110%
RAHAB	125%	85%	145%	145%	75%	75%	105%	115%
LEVIATHAN	130%	90%	150%	150%	80%	80%	110%	120%
MIDGARDSORM	135%	90%	155%	155%	80%	80%	115%	125%

Skills

Skill	Level
Shark Slider	8
Lorenzini	28
Shark Whirlpool	56
Sea Dome Tragedy	112
Jaws Wave Rider	Mounted

Evility

Evility	EFFECT
Aqua Depression	Decrease water element stat of enemy units on map by 15%.
Cold Charge	Increase stats by 5% every time a unit on map uses a water skill.
Water Dominance	All water element damage will be nullified.



As long as they don't get within a country mile of any opponent who knows any Skill having anything at all to do with fire, Shark Dragons are the D2 equivalent of an armored column. At Rank 6, their 155% Aptitudes for ATK and DEF are among the highest in the game, and all of their Evilities are based around shrugging off or being strengthened by Ice and Water-based Skills. Their RES score, on the other hand, is pathetic. All it takes is one opponent with a Fire spell and your Shark Dragon is ready to plate and serve.

Ifrit

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire	V
IFRIT	40	10	22	14	6	12	6	10	3	15	100%	8%	1	50%	-7
SATANA	42	11	24	16	7	13	7	11	—	—	—	8%	—	—	—
MARID	44	12	26	18	8	14	8	12	—	—	—	9%	—	—	—
FLAMBERG	46	13	28	20	9	15	9	13	—	—	—	9%	—	—	—
SLUST	48	14	30	22	10	16	10	14	—	—	—	10%	—	—	—
AGNI	50	15	32	24	11	17	11	15	—	—	—	10%	—	—	—

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
IFRIT	130%	90%	140%	110%	70%	90%	70%	90%
SATANA	135%	95%	145%	115%	70%	95%	70%	95%
MARID	140%	100%	150%	120%	75%	100%	75%	100%
FLAMBERG	145%	105%	155%	125%	75%	105%	75%	105%
SLUST	150%	110%	160%	130%	80%	110%	80%	110%
AGNI	155%	115%	165%	135%	80%	115%	80%	115%

Skills

Skill	Level
Burning Grapple	20
Hydro Drake	45
Mandala Volcano	90
God of Flame	180
Fire Moon Drop Shot	Mounted

Evility

Evility	EFFECT
Fire Dominance	All fire element damage will be nullified.
Flame Charge	Increase stats by 5% every time a unit on map uses a fire skill.
Heat Depression	Decrease fire element stat of enemy units on map by 15%.

The Ifrit's two Achilles' heels are Wind magic and a surprisingly low HIT. It's otherwise powerful, with high growths and Aptitudes for HP, ATK, and DEF. As with the Shark Dragon, you can use the Ifrit as-is as a straight brawler, render it immune to enemy Fire spells, or pair it with your own spellcasters to bulk up the Ifrit's stats by casting Fire spells and Skills. As with the Evil Dragon and Shark Dragon, however, you'll need to take steps to protect your Ifrit from any magic-users in the area that know Wind spells.

Evil Dragon

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire	W
DRAGON	35	9	18	16	11	12	8	6	4	20	100%	5%	1	0%	50
FAFNIR	37	10	20	18	12	14	9	6	–	–	–	5%	–	–	–
NIDHOGG	39	11	22	20	13	16	10	7	–	–	–	5%	–	–	–
AHZI DAHAKA	41	12	24	22	14	18	11	7	–	–	–	6%	–	–	–
TIAMAT	43	13	26	24	15	20	12	8	–	–	–	6%	–	–	–
BAHAMUT	45	14	28	26	18	22	13	8	–	–	–	6%	–	–	–

APTITUDES

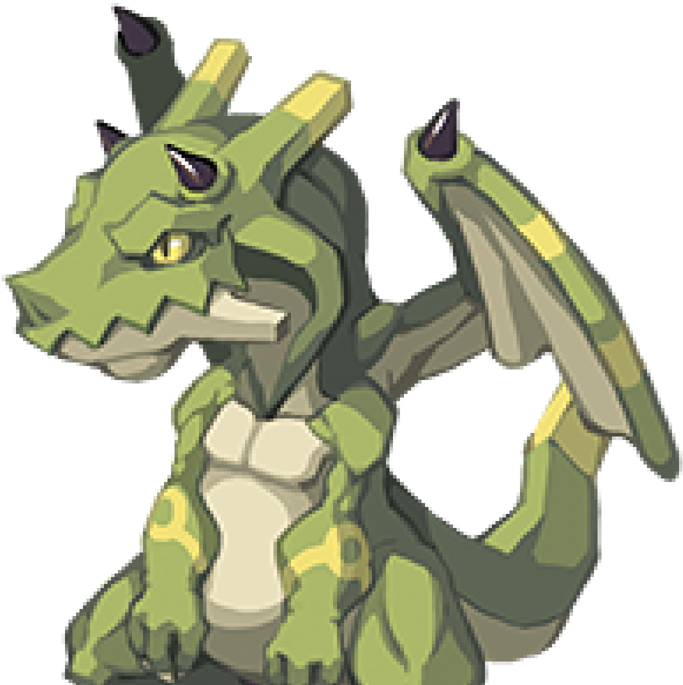
RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
DRAGON	115%	80%	105%	105%	90%	100%	80%	70%
FAFNIR	120%	85%	115%	110%	95%	105%	85%	75%
NIDHOGG	125%	90%	125%	115%	100%	110%	90%	80%
AHZI DAHAKA	130%	95%	135%	120%	105%	115%	95%	85%
TIAMAT	135%	100%	145%	125%	110%	120%	100%	90%
BAHAMUT	140%	105%	155%	130%	115%	125%	105%	95%

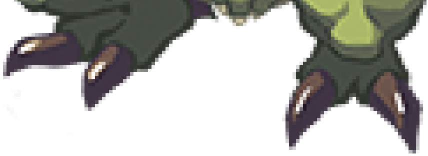
Skills

Skill	Level
Dragon Hornet	15
Way of Dragon	45
Dragon Lightning	90
Evil Dragon Play	180
Sky High Dragoon	Mounted

Evility

Evility	EFFECT
Air Charge	Increase stats by 5% every time a unit on map uses a Wind skill.
Wind Depression	Decrease Wind element stat of enemy units on map by 15%.
Wind Dominance	All wind element damage will be nullified.





The last of the “great unless a magic-user’s in the area” monster trifecta, the Evil Dragon is a powerhouse unless somebody who knows Ice magic is around. It shares the same triad of elemental-based Evilities as the Ifrit and Shark Dragon, and its other weak spot is its consistently mediocre SPD. Since SPD is one of its least important stats, the Evil Dragon is probably the best of the three for workaday use. It makes a great mount for your squishy caster types, protecting them from enemies so that they can throw spells from a position of relative safety. It’s even got a slight edge on Move and Jump over the Ifrit and Shark Dragon.

Alraune

Base Stats

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	CT	Range	Fire	
ALRAUNE	16	16	13	8	13	18	12	8	4	20	5%	100%	2	0%	50
NEMOPHILA	18	18	15	9	15	20	13	9	–	–	5%	–	–	–	–
PHARBITIS	20	20	17	10	17	22	14	10	–	–	5%	–	–	–	–
BELLADONNA	22	22	19	11	19	24	15	11	–	–	6%	–	–	–	–
PHOTINIA	24	24	21	12	21	26	16	12	–	–	6%	–	–	–	–
PARTHENOCISSUS	26	26	23	13	23	28	17	13	–	–	6%	–	–	–	–

APTITUDES

RANK	HP	SP	ATK	DEF	INT	RES	HIT	SPD
ALRAUNE	80%	120%	100%	80%	100%	120%	100%	80%
NEMOPHILA	80%	125%	105%	80%	105%	125%	105%	80%
PHARBITIS	85%	130%	110%	85%	110%	130%	110%	85%
BELLADONNA	85%	135%	115%	85%	115%	135%	115%	85%
PHOTINIA	90%	140%	120%	90%	120%	140%	120%	90%
PARTHENOCISSUS	90%	145%	125%	90%	125%	145%	125%	90%

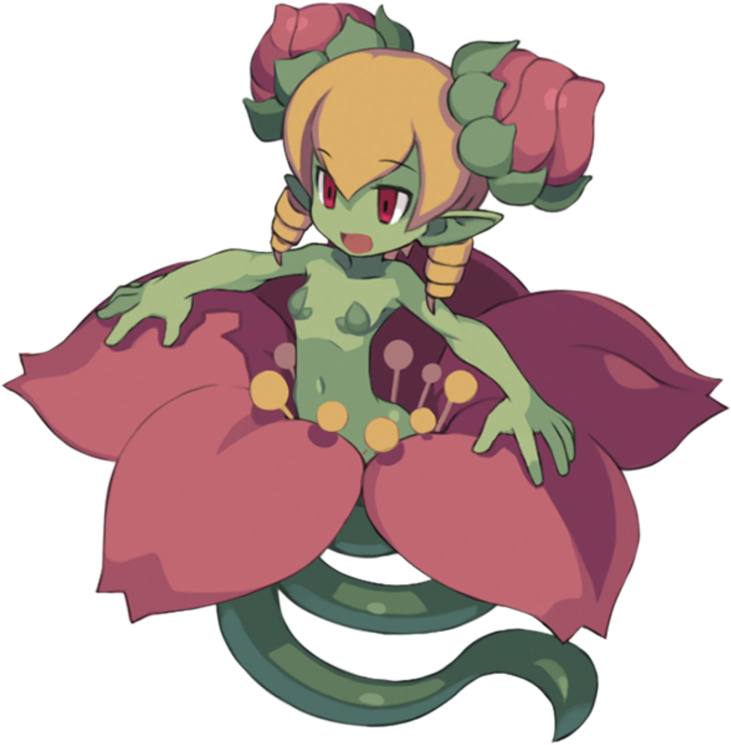
Skills

Skill	Level	Note
Shield	1	–
Magic Wall	1	–
Wind	1	–
Petal Cutter V	8	–
Mega Wind	10	–

Braveheart	15	Rank 2 and up.
Magic Boost	15	Rank 2 and up.
Giga Wind	20	Rank 2 and up.
Solar Satellite	28	—
Scatter Thorn Shot	56	—
Thorn Drill Blast	112	—
Moon Spike	Mounted	—

Evility

Evility	**EFFECT**
Detox Aroma	For each unit within 2 panels at end of turn, recover 15% HP and cure ailments.
Shielding Aroma	Increase DEF and RES of ally units within 2 panels by 30%. (Lasts three turns.)
Sweet Aroma	For each unit within 2 panels at end of turn, recover 25% HP.



All three of the Alraune's Evilities are powerful defensive tools, to the point where it's worth grinding Likability with one of them just to transfer Sweet Aroma to your other characters. Sweet Aroma is one of only a few passive healing abilities in the game and it's based on a character's maximum HP, so it never becomes obsolete due to gear or level. In the endgame, you can park a few characters with Sweet Aroma next to each other and watch them regenerate billions of HP for free. Earlier in the game, Detox Aroma can be a lifesaver on stages with multiple enemies that inflict ailments, such as half the maps in Episode 6.

Asagi

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	CRIT	Counter	Fire	Wind
26	14	14	14	12	14	22	20	5	30	4	8%	1	0%	0%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
110%	100%	110%	100%	80%	90%	130%	130%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
10	5	10	15	25	10	10	5

Skills

Skill	Level
Cameo Storm	8
Dead Hurdles	42
Asagi Chachacha	100

Evility

Evility	EFFECT
Never Give Up	During a Combo, will perform another attack. (Up to three times.)

Never Give Up is a strong addition to a Combo Attack and Asagi's unique Skills seriously have to be seen to be believed. Beyond that, Asagi is largely designed to occupy the same niche on your team as the Gunner, with similar stat growths and priorities, but the Gunner has the edge on raw numbers. Using Asagi is thus a bold personal choice and a show of support for her cause. Somebody ought to market I BELIEVE IN ASAGI buttons or something.

Porkmeister

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	CRIT	Counter	Fire	Wind
40	8	20	15	12	10	16	12	4	20	1	8%	2	0%	0%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
130%	80%	120%	110%	100%	80%	110%	100%

Skills

Skill	Level
Darkness Slash+	8
Sand Wyrm Impact+	42
Boulder Shot+	100
Twilight Bomber+	Mounted

Evility

Evility	EFFECT
Loyalty	Increase stats by 30% if there is an Overlord on map.

It's important to realize, when looking at Porkmeister, that while his stats aren't amazing, there's no reason not to field him alongside Laharl (or, for that matter, any of the DLC Overlords) to activate his Loyalty Evility. He is thus about 30% more awesome than he looks like he should be. That, his souped-up versions of a standard Minotaur's Skills, and his bizarrely high voice are what separate ol' Porky from the pack.

Grosso

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Counter	Fire	Wind
26	14	14	14	12	14	22	20	5	30	4	8%	1	0%	0%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
110%	100%	110%	100%	80%	90%	130%	130%

Skills

Skill	Level
Fall & Press	1
Star	1
Armor Break	1
Mega Star	12
Resist Break	15
Poison	15
Giga Star	24
Grosso Booster	32
Guardian Cannon	80
Checkmate	Mounted

Evility

Evility	EFFECT
Shut-in Officer	As long as unit doesn't move, increase stats of adjacent units by 30%.

For as much of a pain as he is throughout the main game and for as difficult as it is to recruit him, it's a shame that Grosso isn't much more than version 2.0 of a Gargoyle. He also manages to misplace half of his spell list and his second Evility while he transitions into a playable character, which is obnoxious. Most of the same benefits and drawbacks that apply to the Gargoyle also apply to Grosso, although Grosso has a much higher facility with magic, and by the time you recruit him, Monster Mastery means Grosso can drop spells on people from across the room.

Rainier

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Range	Fire	Wind
22	18	14	18	22	24	12	12	5	25	5%	1	2	-50%	25%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
100%	100%	100%	110%	125%	120%	100%	90%

Skills

Skill	Level
Enfeeble	1
Mind Break	1
Move!	1
Jump Jump Jump!	1
Tentacle of Death	8
Counter Classes	20
Frozen Lake	32
Only Crits!	40
Throw!	60
Dam Breaker	80
Magic Extender	80
Along with Rainier	Mounted

Evility

Evility	EFFECT
Artifact Collector	Increase stats of ally units by 5% per treasure chest on map.

When you finally get the chance to recruit her, you'll find that Rainier is a more offensively oriented version of the Sea Angel, exchanging the Angel's facility with Ice magic for Enfeeble and Mind Break. Unlike the Sea Angel, however, Rainier's Artifact Collector Evility can be your best friend in the Item World, where it's not at all uncommon to find four or more treasure chests on a given floor.

You can also take a tip from An Arrogant Betrayal and either give Rainier a Thief's Treasure Sensor Evility or team her up with a Thief, so that dead enemies drop more treasure chests and provide more fuel for Artifact Collector. That does come with a caveat, however: as with all Evilities that contain the words "ally units," Rainier herself does not benefit from the stat boost at all. While her HP and DEF are generally better than a standard-issue Sea Angel, she's still fragile when compared to most other classes.

Garungun

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Range	Crit	Counter	Fire
50	15	22	10	10	10	12	8	4	20	5%	200%	3	200%	50%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
150%	100%	120%	90%	90%	90%	100%	80%

Skills

Skill	Level
Spinning Shock	8
Gaea's Pulse	32
Ultimate Form	80
Godly Machine	Mounted

Evility

Evility	EFFECT
Fabricated Setting	When HP is under 25%, heal and increase stats by 30%. (Lasts three turns.)

As with Golems, Garungun's DEF and RES are lousy but his HP is hilariously high, so it'll take most enemies a considerable amount of effort to take him down ... at which point Fabricated Setting pops him back up with 30% more stats for the next three turns. It's hilarious once it stops happening to you.

Fabricated Setting is a powerful Evility in the right hands. What's unfortunate for Garungun is that "the right hands" usually aren't his. If you hand Fabricated Setting to a character that has more offensive potential than Garungun does, such as a Lady Samurai, it lets you play recklessly for the duration of the first "life" before Fabricated Setting kicks in. Garungun's not a bad character by any means, but he plays like a Golem without the benefit of a Golem's low-HP ATK boosts.

Axel

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
28	14	18	14	14	16	16	20	5	25	4	7%	2	-25%	25%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
120%	110%	120%	110%	110%	120%	110%	130%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
25	25	10	10	10	10	5	5

Skills

Skill	Level
My Autograph!	8
Aching Heart	42
Love Dynamite T	100

Evility

Evility	EFFECT
Obvious Tendency	Increase stats by 5% per female unit on map.

Despite the Guitar he's waving around when he enters your group, Axel is better suited to using a Fist or Sword. Obvious Tendency is one of the more flexible stat-boosting Evilities in the game, as at any given time, it's likely that half of your active roster and at least a few enemies are female.

Fenrich

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
35	10	19	16	10	12	16	22	5	25	5	7%	3	0%	50%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
130%	90%	120%	100%	90%	90%	100%	130%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
20	10	10	10	10	20	5	5

Skills

Skill	Level
Swift Power Shot	8
Dual Canine Attack	42
Vanargandr	100

Evility

Evility	EFFECT
Tyrant's Slave	Increase stats by 100% when adjacent to Valvatorez.

Using Fenrich without Valvatorez is both inefficient and looks weird. Fenrich isn't a bad character on his own merits, using either an Axe or Fist to bring the hurt, but Tyrant's Slave turns him into a one-man army as long as he stays within one panel of Valvatorez. This opens them both up to area-of-effect attacks and spells from the enemy, but at double DEF and RES, Fenrich is likely to survive whatever they can do to him. Valvatorez, on the other hand, may be in trouble.

Emizel

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
20	20	14	10	21	14	14	16	5	20	3	4%	1	25%	25%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
100%	120%	100%	80%	130%	120%	110%	100%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
5	15	10	20	5	5	20	15

Skills

Skill	Level
Mega Fire	1
Giga Fire	1
Mega Wind	1
Giga Wind	1
Mega Ice	1
Giga Ice	1
Soul Reaper	8
Grim Specter	42
Delta of Death	100

Evility

Evility	EFFECT
Concentration	Damage dealt increased by 50% for single target elemental magic attacks.

Emizel comes standard with a full complement of Mega and Giga elemental spells, and Concentration makes him sort of the magical equivalent of the Lady Samurai. He shines when he's allowed to walk up to a group and drop them one at a time, exploiting their vulnerabilities and Concentration to inflict spectacular amounts of damage. You can further back him up with a Magic Knight's Anti- spells or an Ifrit, Shark Dragon, or Evil Dragon with the appropriate resistance-lowering Evility. If you shift one of the Magician's Evilities over to Emizel, it's hard not to use him as your primary offensive spellcaster in the late game.

Artina

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
22	20	15	13	18	23	17	16	4	20	4	6%	1	25%	25%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
90%	120%	100%	90%	120%	130%	120%	115%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
5	10	15	20	20	5	15	10

Skills

Skill	Level
Enfeeble	1
Mind Break	1
Blind	1
Slow	1
Giga Heal	1
Omega Heal	1
Mandatory Repo	8
Angelic Whip	42
Goddess Artemis	100

Evility

Evility	EFFECT
Angel Glitter	Increase stats of adjacent male ally units by 30%.

To some extent, Artina has the same problem Lanzarote has: her stats and Weapon Masteries make her a solid ranged combatant, but to get the most out of her complement of debuffs, you'll either need to grind her spells' levels for a few hours each or she needs to enter melee range. A Staff is just too important to efficient spell use for a mixed archer/spellcaster to really get off the ground.

The difference is that Artina has Angel Glitter, which is a huge buff for any male character she happens to be standing next to. If you permanently affix her to any of the dudes that make up your front line, Artina's a very strong force multiplier in much the same way as the Male Angel is. It's just a shame that the two characters who'd get the most out of backup from a character like her—Barbara and the Armor Knight—are both women.

Petta

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
16	20	12	12	20	20	23	18	5	20	3	5%	1	50%	-25%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
100%	130%	100%	100%	110%	120%	130%	120%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
5	5	5	20	20	5	20	20

Skills

Skill	Level
Omega Star	1
Tera Star	1
Azure Prison	8
Petta Beam	42
Time Drive	100

Evility

Evility	EFFECT
All Range +	Increase attack and magic range of adjacent ally units by 2.

Sadly, when she's recruited, Petta loses a lot of the spells she had when you fought her. She enters play with "only" Omega and Tera Star, plus her unique Skills. While Petta Beam isn't the nuclear strike it was in Disgaea 4, it's still a very potent single-target attack.

Petta's Evility provides anyone standing next to her with a two-panel boost to their attack and casting range. This stacks with all other range modifications such as Weapon Mastery, Monster Mastery, and the Magic Extender spell.

Valvatorez

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind
28	14	20	18	18	17	17	14	5	20	5	5%	2	-25%	0%

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
110%	110%	130%	110%	100%	110%	120%	90%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
10	20	20	10	10	15	5	15

Skills

Skill	Level
Impaler Prince	8
Bloody Hole	42
Tyrant Flughude	100

Evility

Evility	EFFECT
Absorption	Absorb 20% of defeated units' stats.

Without Absorption, Valvatorez is "just" a decent swordsman or spearman with respectable ATK and HIT scores. With it, Valvatorez becomes extremely dangerous as long as you keep feeding him kills. It helps that Tyrant Flughude does a ridiculous amount of damage for the area it covers, which lets Valvatorez wipe out weaker opponents and use the stats he gains to take out the rest.

Like Laharl, Valvatorez has a slight advantage in that his Evility does not actually require him to kill an enemy for it to function. He can easily absorb stats from an ally, although unlike Laharl, any ally that would actually provide a worthwhile stat gain through Absorption is also not likely to drop in one or two hits. You can potentially game the system by deliberately bringing in characters who are almost dead and letting Valvatorez finish them off, which may come in handy in the Item World if you're still a few floors away from Innocent Island. Valvatorez's stats gained through Absorption only last until the end of the present stage.

Charts

Unplayable Characters

Only a handful of characters cannot be recruited for your team throughout the game. They have similar stat growth to any other unit, listed here so that you can get an idea of how much trouble you'll be in if you try fighting them with the Stronger Enemies cheat on.

The listed stats under the "Encountered" header represent their baseline stats when encountered as an enemy. Due to factors such as randomly generated Innocents within their equipped items, these numbers may differ slightly when you run into them in actual play.

Virunga

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind	
28	20	18	18	20	18	15	12	4	20	5	3%	1	25%	25%	25

Encountered

HP	SP	ATK	DEF	INT	RES	HIT	SPD
3328	440	390	388	448	388	349	258

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
110%	110%	130%	110%	100%	110%	120%	90%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
5	15	15	15	5	5	15	15

Skills

Skill
Angels Unite!

Evility

Evility	EFFECT
Limitless Love	Increase stats of ally angels by 50%.

Xenolith

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind	
30	10	18	18	18	18	18	10	4	20	5	6%	2	50%	50%	50

Encountered

HP	SP	ATK	DEF	INT	RES	HIT	SPD
9103	376	626	639	664	626	651	347

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
130%	100%	110%	110%	110%	110%	100%	80%

Weapon Mastery

Fist	Sword	Spear	Bow	Gun	Axe	Staff	Book
10	20	15	15	10	15	15	15

Skills

Skill
Chaos Divider
Dark Phenomenon

Evility

Evility	EFFECT
Artifact, The	Deals damage equal to 20% of max HP to attackers of this unit.

Xenolith (Final)

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind	
72	72	20	18	18	18	18	8	8	25	5%	1	25%	25%	25%	50

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
60%	60%	60%	60%	60%	60%	60%	60%

Skills

Skill
Dimension Chaos

Evility

Evility	EFFECT
Artifact Gone Wild	For all units within 10 panels, absorb stats by 3% per panel moved closer.

Darkdeath Evilman

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind	
50	20	24	24	24	24	10	10	6	20	5%	1	50%	50%	50%	25

Encountered

HP	SP	ATK	DEF	INT	RES	HIT	SPD
2,271,100	93051	95452	95152	95152	50005	30405	10

Skills

Skill
Evilman Death Rave
Evilman Gigantus Ray
Evilman Slash

Evility

Evility	EFFECT
Final Boss Barrier	Damage taken decreased by 100%, but every hit decreases effect by 10%.

Pringer X

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind	
25	25	20	20	20	20	20	20	8	48	5%	1	25%	25%	25%	25

Encountered

HP	SP	ATK	DEF	INT	RES	HIT	SPD
3,868,846	452013	438409	438409	442410	440810	440810	442410

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
120%	100%	120%	110%	120%	100%	100%	100%

Skills

Skill
Prinny Rush
Prinny Destroy
Prinny Beam X

Evility

Evility	EFFECT
Pringer Protection	Damage from the first attack of every turn is nullified.

Pringer Z

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind	
50	50	38	38	38	38	38	38	8	48	5%	1	25%	25%	25%	25

Encountered

HP	SP	ATK	DEF	INT	RES	HIT	SPD
21,962,080	992024	652019	642897	658099	661140	661140	661140

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
120%	100%	120%	110%	120%	100%	100%	100%

Skills

Skill
Prinny Rush
Prinny Destroy
Prinny Beam X

Evility

Evility	EFFECT
Heavy Stance	Cannot be lifted.

Baal

Base Stats

HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Throw	Crit	Counter	Fire	Wind	
99	99	25	25	25	25	25	25	99	99	49%	2	75%	75%	75%	25

Encountered

HP	SP	ATK	DEF	INT	RES	HIT	SPD
100,244,420,039	100,196,545,759	500,249,995	500,249,995	500,249,995	500,239,995	500,264,995	500,234,995

APTITUDES

HP	SP	ATK	DEF	INT	RES	HIT	SPD
300%	300%	300%	300%	300%	300%	300%	300%

Skills

Skill
Grand Sword
Grave Eternity
Sword Rain

Evility

Evility	Stage	EFFECT
T.O. Analysis	Always	Take 0 damage from skills previously taken. Increase Attack Power by 0.05%.
T.O. Despair	Stage 6	Destroy the Base Panel at end of turn.
T.O. Disaster	Stage 5	Deal damage to enemy units at end of turn.
T.O. Force	Stage 1	Attack units dispatched from the Base Panel.
T.O. Illusion	Stage 3	50% chance to evade all attacks.
T.O. Legion	Stage 4	Create ally units at end of turn.
T.O. Pandemic	Stage 2	Inflict enemy units with status ailments at end of turn.

Baal's stats return to roughly the same level, plus or minus a few thousand points, when he transitions to the next stage of the fight. About 80% of his base stats are due to his equipment.

Charts

Equipment

At first glance, the stats gained from equipment don't look like they matter for much. What they are, really, are seeds. Through Aptitudes, Weapon Mastery, Monster Mastery, and leveling individual items up in the Item World, a character's equipment eventually forms much of his or her combat potential. By the end of the main game, that handful of points from a new piece of armor can turn into thousands.

Legend

HP: For equipment, this is the points added to the character's maximum HP when the item is equipped. For consumables such as Flan, this is the base amount of HP restored when the character uses the item. This caps at 999,999,999 on normal mode.

SP: For equipment, this is the points added to the character's maximum SP when the item is equipped. For consumables such as Sake, this is the base amount of SP restored when the character uses the item. This caps at 999,999,999 on normal mode.

ATK: The number of points added to the character's ATK stat when the item is equipped. This caps at 99,999,999 on normal mode.

DEF: The number of points added to the character's DEF stat when the item is equipped. This caps at 99,999,999 on normal mode.

INT: The number of points added to the character's INT stat when the item is equipped. This caps at 99,999,999 on normal mode.

RES: The number of points added to the character's RES stat when the item is equipped. This caps at 99,999,999 on normal mode.

HIT: The number of points added to the character's HIT stat when the item is equipped. This caps at 99,999,999 on normal mode.

SPD: The number of points added to the character's SPD stat when the item is equipped. This caps at 99,999,999 on normal mode.

Move: For every point in Move, a character with this item equipped can move one panel farther during combat.

Jump: For every point in Jump, a character can hop one decimeter (dm) higher, allowing him or her to get over higher obstacles. Jump only covers vertical leaps, and no amount of Jump will allow the character to hop across a pit or chasm.

Range: The item's range, given in panels, with a basic attack. This does not improve the range of Special Skills or spells.

Crit: The chance, in a percentage, that the user will deliver a critical hit with attacks or Skills.

Counter: The points added to a character's Counterattack stat when the item is equipped.

Price: Where applicable, this is the price of the item at the Rosen Queen Trading Company before the discount from the player's Customer Rank. For items that are not conventionally available for sale, an estimate of the item's base price has been given based upon the item's sale value or its going price at merchants in the Item World. That price will vary widely in practice due to the items' quality and the number of Innocents present within them.

Description: The in-game text that describes the item.

All stats from equipment stack additively with the character's inherent stats from his or her level and job.

Items marked with an asterisk (*) in the following tables do not have a common- or rare-quality version. They are only available as legendary items, so those stats are included. If you're wondering why there's such a big power jump between the 39th and 40th weapons on a table, that's why.

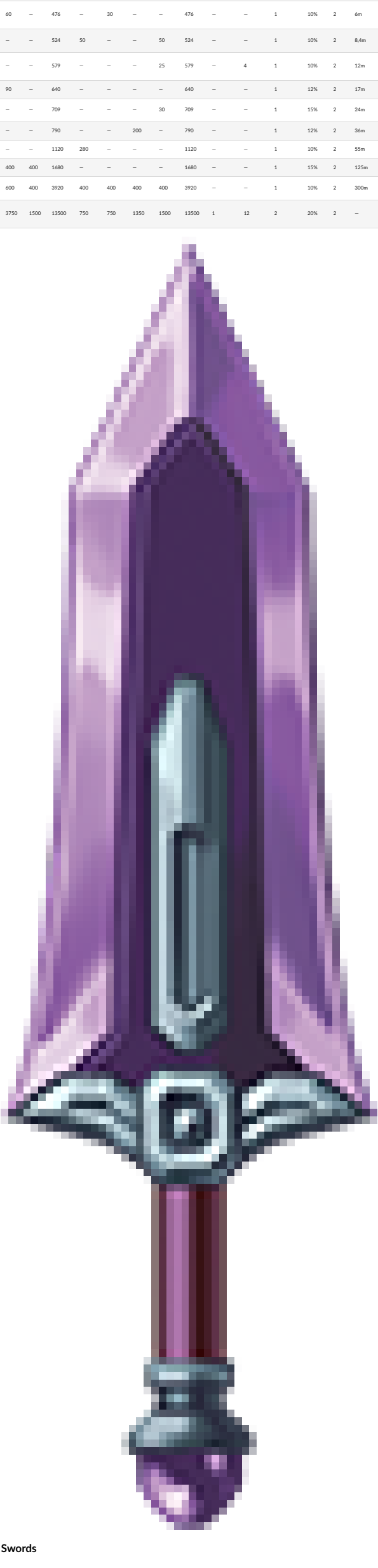
Other than those, all items in this chapter are listed as if they're the common versions, with no Innocents or upgrades whatsoever. To get an idea of what their stats are if upgraded to rare or legendary quality, multiply the given primary stats by 25% or 50%.

The Swords, Spears, Guns, Bows, and Axes towards the bottom of the list are "fun" weapons, with wholly different stats. These are difficult to get hold of, but if you can find them, you can use them as comedy options to reskin your real weapons or utilize the unique Innocents found inside each one.

Fists

It may seem as if Fists are a bit light on stats compared to other weapons, but this is a compensatory measure for their continuous attacks. A character with a Fist has a base 50% chance of landing multiple hits on an attack or Counterattack, up to a limit of six per action. Thus, a Fist user may not hit as hard with each individual blow, but the chance for multiple strikes more than makes up the difference.

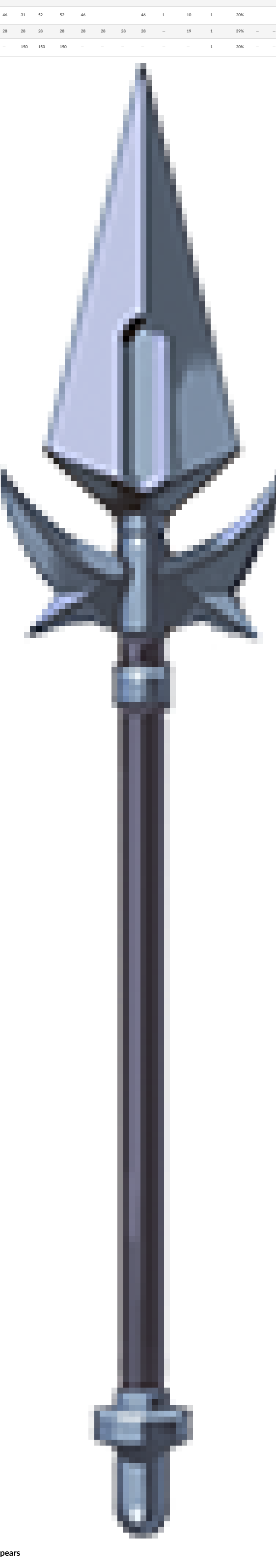
fist	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	Descri
Cause Wristband	–	–	2	–	–	–	–	2	–	–	1	10%	2	80	A trendy it the socially conscious man.
Rubber Gloves	2	–	5	–	–	–	–	5	–	–	1	10%	2	200	They're fo cleaning ... problem w that?
Slap	–	–	8	–	2	–	–	8	–	–	1	10%	2	500	You cheate me!
Brass Knuckles	–	–	12	–	–	–	–	12	–	–	1	10%	2	1,1k	What scho you go to?
Full-Power Flick	–	–	17	–	–	–	–	17	–	–	1	12%	2	1,8k	Works bes ears.
Protective Gloves	5	–	22	5	–	5	–	22	–	–	1	10%	2	3k	For those v believe def the best of
Father's Fist	–	–	29	–	–	–	4	29	–	–	1	15%	2	5k	It hurts him than you.
Elbow Drop	–	–	36	–	–	–	–	36	–	–	1	12%	2	8k	The most electrifying in battle entertainm
Crap Beater	–	6	44	–	–	–	–	44	–	–	1	10%	2	12,5k	Follow thro with your t like a cham
Bare Knuckles	6	–	49	–	–	–	6	49	–	–	1	10%	2	18k	Compete in Bare Knuck Boxing Invitationa
Weakness Chop	–	–	55	–	–	–	–	55	–	–	1	15%	2	24k	You know w where this going.
Open Hand Push	–	–	62	–	–	–	–	62	–	–	1	12%	2	32k	Taught in S Wrestling
Kakute	–	–	70	5	–	–	10	70	–	–	1	10%	2	45k	Girls love w you give th of these.
Cross-Counter	–	–	80	–	–	–	–	80	–	–	1	15%	2	60k	Cross my h and hope y
Bagh Nakh	14	–	91	5	–	–	–	91	–	–	1	10%	2	80k	Some peop know this Tiger Claw
Hand Power	–	–	103	–	–	–	–	103	–	–	2	10%	2	100k	Not quite a as horse p but it'll do.
Shamrock Gloves	–	14	116	–	–	–	–	116	–	–	1	10%	2	125k	Endorsed b Netherwor most dang demon.
Mack Gloves	–	–	130	–	–	–	–	130	–	–	1	15%	2	160k	Stick and m Dodge his then count punch!
Doctor Claws	–	–	146	–	–	–	–	146	–	4	1	10%	2	200k	How good doctor wh claws for a be?
Ninja Claws	–	–	163	12	–	–	–	163	–	–	1	10%	2	250k	Use these scratch pe climb stuff
Katar	5	–	181	5	–	–	5	181	–	–	1	10%	2	310k	Some peop might argu a sword, b 'em.
Fist Blades	–	–	201	–	–	–	–	201	–	–	1	12%	2	400k	Does this s count as u combat?
Roshambo	–	–	223	–	–	–	–	223	–	–	1	12%	2	520k	Drop the "r 'cuz that's you'll look
Gold Mitten	–	–	246	25	–	25	–	246	–	–	1	10%	2	650k	Works bes slapping fo
Back Fist Special	–	–	271	–	–	–	5	271	–	4	1	12%	2	800k	The latest indicate pe love backh punches.
Hand Spikes	–	–	298	–	–	–	–	298	–	–	1	10%	2	1m	The whole fist industr be boomin now!
Chi Hand	–	–	327	–	–	–	–	327	–	–	1	15%	2	1,4m	These are pottery tha grows.
Poison Blow	–	–	359	–	20	–	42	359	–	–	1	10%	2	2m	Just be car when you people's ha
Platinum Gauntlet	–	–	394	50	–	50	–	394	–	–	1	10%	2	2,8m	Never hit t carpet with
Hero Chop	–	45	433	–	–	–	–	433	–	–	1	15%	2	4,2m	What's wro with a goo sucker pun
Devil Hand Wraps	60	–	476	–	30	–	–	476	–	–	1	10%	2	6m	Wrap the p of a demon around you hands.
Dragon Nail	–	–	524	50	–	–	50	524	–	–	1	10%	2	8,4m	It's just an enormous ...
War Cestus	–	–	579	–	–	–	25	579	–	4	1	10%	2	12m	You think t make you c Well ... ma they do.
Death Grip	90	–	640	–	–	–	–	640	–	–	1	12%	2	17m	Yep, that'll somebody.
Galactica	–	–	709	–	–	–	30	709	–	–	1	15%	2	24m	Wield the p of the star palm of yo
God Killer	–	–	790	–	–	200	–	790	–	–	1	12%	2	36m	God died ... high chole
Zodiac	–	–	1120	280	–	–	–	1120	–	–	1	10%	2	55m	This is one horoscope
God Finger	400	400	1680	–	–	–	–	1680	–	–	1	15%	2	125m	Whatever don't pull i
Ultimus	600	400	3920	400	400	400	400	3920	–	–	1	10%	2	300m	The optima choice in h hand weap
Cosmo Infinity*	3750	1500	13500	750	750	1350	1500	13500	1	12	2	20%	2	–	The ultima demon fist surpasses everything



Swords

A Sword can be used for its raw power, its array of multi-target Weapon Skills, or as a hybrid weapon for a character who relies on both spells and melee, such as the Magic Knight.

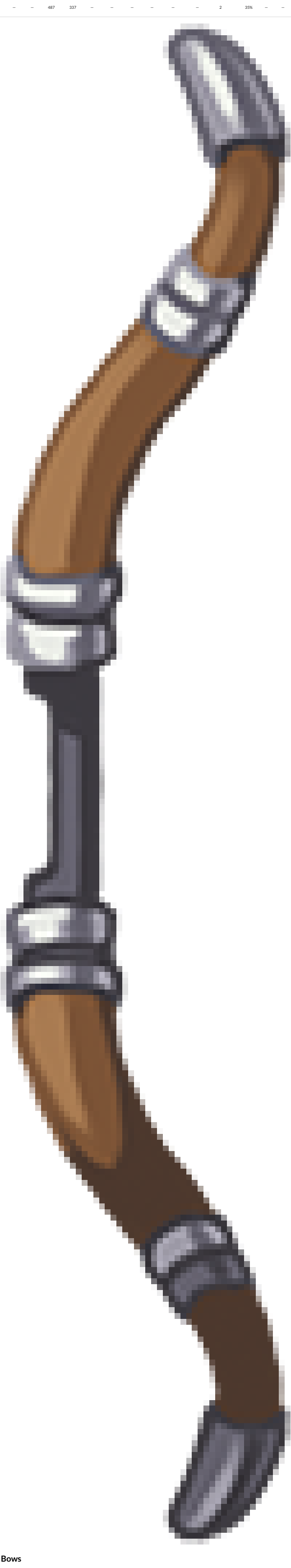
Sword	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	Desc
Common Dagger	–	–	3	–	–	–	–	–	–	–	1	5%	–	80	Why hav just thro away a
Short Sword	–	–	6	–	–	–	–	–	–	–	1	5%	–	200	C'mon, i THAT sh
Falchion	–	–	10	–	–	–	–	–	–	–	1	8%	–	500	Some pe like how is.
Gladius	–	–	21	–	–	–	–	–	–	–	1	5%	–	1100	Sorry, th starfight spelled s
Bastard Sword	–	–	28	–	–	–	–	–	–	–	1	5%	–	1,8k	The nam Out of W Sword" r off.
Khukuri	–	–	36	–	–	–	–	–	–	–	1	8%	–	3k	These ar knives, b could us ...
Hell Saber	–	–	45	–	–	–	–	–	–	–	1	5%	–	5k	It's one h saber!
Machete	–	–	55	–	16	–	–	–	–	–	1	8%	–	8k	The mou people's weapon.
Dragon Blade	–	–	61	–	–	–	–	–	–	4	1	10%	–	12,5k	It's good up your room.
Bane Sword	–	–	68	–	22	–	–	–	–	–	1	5%	–	18k	Unfortu one'll tal voice sei
Mail Breaker	–	–	77	–	–	–	–	–	–	–	1	5%	–	24k	It can't d armor, b open lett
Wild Dagger	–	–	88	–	–	–	–	10	–	–	1	5%	–	32k	You'll ha lampsha your hea tops.
Ninja Sword	–	–	100	–	–	–	–	–	–	–	1	8%	–	45k	It doesn' special b Ninjas.
Big Snake	–	–	113	–	30	–	–	24	–	–	1	8%	–	60k	That one ones tee too ... O
Berserker	–	–	128	–	–	–	–	–	–	–	1	5%	–	80k	Its love f ticking c
Chidori	–	–	145	–	–	–	–	–	–	–	1	5%	–	100k	They say cut light it.
Evil Saber	–	–	163	–	–	–	–	–	–	–	1	5%	–	125k	Some of might ac Misunde Sabers.
Sword of Damocles	–	–	182	–	49	–	20	–	–	–	1	5%	–	160k	What's s black ha end of th
Auto-Cleave	50	–	203	–	–	–	–	–	–	–	1	5%	–	200k	It's a ma sword.
Man Eater	–	–	226	–	–	–	–	–	–	4	1	5%	–	250k	Don't fo your veg
Alberich	–	70	251	–	–	–	–	–	–	–	1	5%	–	310k	A purple Sword. It nice shin
Demon Cutter	–	80	278	–	60	–	–	–	–	–	1	8%	–	400k	No one l it'll actu demon.
Flare Saber	75	–	307	60	–	–	–	–	–	–	1	5%	–	520k	Don't bu yourself. of reach children.
The Doombringer	–	90	325	–	95	–	–	–	–	–	1	5%	–	650k	The Doo abides.
Blutgang	–	90	356	–	95	–	–	–	–	–	1	5%	–	800k	Make su this swo breaks.
Gram	–	–	388	–	–	100	–	–	–	–	1	5%	–	1m	It can cu steel, and tofu.
Boulder Breaker	–	–	419	–	–	–	–	–	–	–	1	10%	–	1,4m	This is al call my w
Chaos Knife	–	60	460	–	128	112	–	–	–	–	1	8%	–	2m	Whoeve sharpen was a m
Moral Blade	80	–	512	60	–	–	–	–	–	–	1	5%	–	2,8m	Now you come up moral of
Murasame	–	–	555	–	–	–	–	–	–	–	1	10%	–	4,2m	A katana mysterio powers.
Joyeuse	–	–	621	–	166	–	70	–	–	–	1	5%	–	6m	You can much jo using thi
Caladbolg	80	–	697	–	–	–	80	–	–	–	1	5%	–	8,4m	A big, ha with a h pronoun
Mistilteinn	–	90	758	100	–	100	–	100	–	–	1	8%	–	12m	It's so un strong, y your frie
Verethragna	–	–	840	100	–	100	–	–	–	–	1	5%	–	17m	Some sa just a g pretendi sword.
Excalibur	60	60	933	60	60	60	60	60	–	–	1	5%	–	24m	Nuff sai
Ullikummi	–	–	1020	–	–	–	–	150	–	4	1	5%	–	36m	A miniat of a swo by a Tita
Exodus	280	–	1500	240	–	–	–	–	–	–	1	5%	–	55m	Enjoy th Hades in own tivi
Frey	–	–	2300	–	900	–	500	–	–	–	1	10%	–	125m	An evil s that's de bring vic
Yoshitsuna	700	–	5200	400	–	200	–	400	–	–	1	10%	–	300m	The Evil legendar to all the Netherw
Baal Sword*	–	1.5k	18k	1.5k	6k	–	1500	1.5k	–	6	2	5%	–	–	Do you power?
Great Baal Horn*	45k	45k	30k	15k	22.5k	7.5k	7.5k	3k	3	30	6	50%	6	–	The ulti sword m a Tyrant Overlor
Tennis Racket*	–	–	90	–	–	–	60	75	–	4	1	20%	–	–	Coach, I going!
Sunflower*	600	300	–	–	750	637	–	–	–	–	1	20%	–	–	The sun friend.
Paper Fan*	25	–	9	–	–	–	–	9	–	–	1	20%	–	–	Great fo comedy.
Umbrella*	–	262	–	–	–	345	–	315	–	–	1	20%	–	–	Share it girl of yo dreams.
Natural Sardine*	138	138	138	138	138	138	138	138	–	–	1	20%	–	–	Just don about th smell.
Rising Flag*	46	31	52	52	46	–	–	46	1	10	1	20%	–	–	Oops, yo suppose this.
Green Onion*	28	28	28	28	28	28	28	28	–	19	1	39%	–	–	You, too become
Death Sickle*	–	150	150	150	–	–	–	–	–	–	1	20%	–	–	Kill him on, you him!



Spears

The chosen weapon of the professional meat shield, Spears provide both ATK and DEF at once. Their range is helpful for both keeping enemies at bay and contributing to Combo and Team-Up Attacks.

Spear	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	De
Fake Spear	–	–	3	2	–	–	–	–	–	–	2	0%	–	80	Don't about on be
Gatekeeper Spear	–	–	6	3	–	–	–	–	–	–	2	0%	–	200	It was a slee gateke
Short Spear	5	–	10	4	–	–	–	–	–	–	2	0%	–	500	Perfec practi living
Bardiche	–	–	15	5	–	–	5	–	–	–	2	0%	–	1K	For th want than j peopl
Corseque	–	–	21	6	–	–	–	–	–	–	2	3%	–	2K	It's a s that's
Halberd	–	–	28	7	–	5	–	-5	–	–	2	3%	–	3K	Mostl cerem killing
Crosspike	–	–	36	7	–	8	–	–	–	–	2	0%	–	5K	It's st the us Suppo
Battle Fork	–	–	45	9	–	–	-5	–	–	–	2	3%	–	8K	Usuall with a Spoon Battle
Warrior Spear	–	10	55	12	10	–	–	–	–	–	2	3%	–	13K	This s once Jim W
Naginata	–	5	61	12	–	–	10	–	–	–	2	0%	–	18K	Why take when marri
Bec de Corbin	–	–	68	14	–	–	–	–	–	–	2	0%	–	24K	Pairs with a Lenlo
Obsidian Spear	–	–	77	15	–	12	–	–	–	–	2	0%	–	32K	A spe black tip.
Fangvergnugen	–	–	88	18	–	–	–	–	–	–	2	3%	–	45K	It's wh spear
Thunder Spear	–	–	100	20	–	10	10	–	–	–	2	0%	–	60K	The th decal handli
Elf Spear	–	–	113	23	20	–	–	–	–	–	2	0%	–	80K	This w a tour
Skull Lance	–	–	128	26	–	–	–	–	–	–	2	3%	–	100K	An ec spear recycl
Demon Pinner	40	20	145	29	–	–	–	–	–	–	2	3%	–	125K	Made demo you c tell.
Wind Spear	–	–	163	33	–	–	–	30	–	2	2	0%	–	160K	Design easier
Evil Star Spear	–	–	182	36	–	–	–	–	–	–	2	0%	–	200K	Uses t Evil A the fu
Hungnir	–	–	203	40	–	40	–	–	–	–	2	3%	–	250K	... and
Valkyrie Spear	–	30	226	45	30	–	10	–	–	–	2	0%	–	310K	Please a pret
Fallen Angel Spear	–	–	251	52	–	-5	–	-5	–	–	2	0%	–	400K	This h actual by a F
Aura Javelin	–	40	278	56	–	40	–	–	–	–	2	0%	–	520K	Much an Or
Sea God Trident	50	–	307	61	–	20	–	–	–	–	2	0%	–	650K	Safe t ten fe under
Dark Trident	–	–	338	68	–	-20	–	–	–	–	2	3%	–	800K	A trid from itself.
Snake Spear	–	–	372	74	–	–	50	–	–	–	2	3%	–	1M	The sl blade chang
Ziegfried	100	100	408	82	-25	–	–	–	–	–	2	0%	–	1M	You k the fig "They Yeah?
Tonbogiri	–	–	448	90	–	50	–	–	–	–	2	0%	–	2M	Don't drago of the
Marte	–	–	492	100	–	40	40	40	–	–	2	0%	–	3M	This w by fa you th
Blue Stinger	–	100	541	110	–	–	–	–	–	–	2	0%	–	4M	A hips You've never
Ruin Spear	100	–	595	120	–	–	–	–	–	–	2	3%	–	6M	A spe made strong poiso
Geirolul	–	–	655	133	–	–	–	130	–	4	2	0%	–	8M	Use th on-m
Pinaka	–	120	723	144	144	–	–	–	–	–	3	3%	–	12M	A spe within of De
Rugal Spear	–	–	800	160	–	160	–	-50	–	–	2	3%	–	17M	Come stand omeg
Wrong Burgundy	–	–	886	177	200	–	–	150	–	–	2	3%	–	24M	Ancie capta used i ancho
Gungnir	–	–	987	197	–	–	–	200	–	–	2	3%	–	36M	There thoug the b
Overlord's Spear	200	–	1K	280	200	240	–	–	5	5	3	3%	–	55M	I hear Krich to use too.
Leviathan	–	500	2K	420	300	–	–	–	–	–	2	0%	–	125M	A leg with t knifin
Glorius	800	–	5K	980	–	800	500	–	–	–	3	3%	–	300M	Find g future
Drill Emperor*	2K	2K	17K	3K	900	2K	2K	1K	–	12	3	5%	–	–	Haven heard drills.
Elder Spear*	–	–	2K	300	–	262	262	–	1	–	2	10%	–	–	Etna's spear.
Longinus*	–	300	2K	300	300	–	–	–	–	–	2	3%	–	–	A spe by Kir Krich
Shovel*	18	–	–	15	–	15	–	–	–	–	2	35%	–	–	It's go you w holes.
Broom*	60	60	–	60	–	60	90	60	–	4	2	35%	–	–	Favor janito the w
Mic*	–	–	232	–	232	–	–	–	–	–	2	35%	–	–	Urghh your c speak
Brush*	–	157	–	–	315	–	–	–	–	–	2	35%	–	–	An ar utensi
Sign*	–	–	487	337	–	–	–	–	–	–	2	35%	–	–	You m troubl autho



Bows

A character with a Bow is designed to stand behind your offensive line and contribute mostly via Cover Attacks, pelting enemies with attacks of opportunity. Your designated archers (or Archers) benefit in equal measure from ATK and HIT, so emphasizing one too far over the other can be a problem in the long run.

Bow	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	Desc
Old Bow	–	–	2	–	–	–	2	–	–	–	4	8%	–	80	Makes a sound w draw the
Wooden Bow	–	–	4	–	–	–	4	–	–	–	4	10%	–	200	Perfect f campfire
Short Bow	–	–	6	–	–	–	6	–	–	–	4	10%	–	500	It prefer "vertical challeng
Technical Hunter	–	–	9	–	–	–	9	–	–	–	4	12%	–	1K	No one l able to u full pote
Beast Bow	–	–	13	–	–	–	13	5	–	–	4	10%	–	2K	Offer ble the beas felled.
Long Bow	–	–	17	–	–	–	17	-5	–	–	5	15%	–	3K	Longer is always b it is mos time.
Mechanical Bow	–	–	22	–	5	5	22	–	–	–	4	10%	–	5K	Made by weapon owner o time.
Nature Bow	10	–	27	–	–	10	27	–	–	–	4	10%	–	8K	It's 100% I swear!
Skeleton Bow	–	10	33	–	–	-5	33	-5	–	–	4	10%	–	13K	Made to You ever bones.
Thorn Bow	–	–	37	-10	–	15	37	–	–	–	4	12%	–	18K	Every bo them. W these bo
Assassin Bow	–	–	41	-5	-5	-5	41	10	1	5	4	15%	–	24K	They ma come up creed wh buy it!
Wind Hunter	12	–	46	–	–	–	46	5	–	–	4	12%	–	32K	If you ai wind, yo every tim
Bird Bow	–	–	53	–	–	–	53	12	–	2	4	10%	–	45K	Not to b confusec Middle F Bow.
Golden Hunter	–	–	60	–	–	20	60	–	–	–	4	12%	–	60K	The quiv comes w called G Gathere
Miracle Bow	15	–	68	–	–	–	68	–	–	–	4	10%	–	80K	Don't tal scientist do is lie
Shadow Arch	–	–	77	–	–	–	77	–	–	–	4	10%	–	100K	Store in dark plac
Grudge Bow	5	20	87	–	–	–	87	–	–	–	4	10%	–	125K	You can grudge c it was m
Sweet Fairy Bow	10	–	98	–	–	–	98	–	–	–	4	15%	–	160K	It was to stolen fr friendly
Slypheed	–	–	108	–	–	–	108	–	–	5	4	10%	–	200K	Every tim shoot it, will mes hair!
Jadeite Bow	–	10	122	–	10	10	122	–	–	–	4	10%	–	250K	It's not m jade, but
The Thornicator	–	30	136	–	–	30	136	–	–	–	4	10%	–	310K	Please h thorns sp neatest
Evil Killer	–	–	151	–	–	–	151	–	–	–	4	15%	–	400K	Does kill make you Depends jury.
Master Bow	–	–	167	–	–	–	167	–	–	–	5	12%	–	520K	You don' need to l master to
Evil Tree Bow	10	20	184	–	–	30	184	–	–	–	4	10%	–	650K	The defe of evil tr become problem
Mangado Bow	20	–	203	–	–	–	203	–	–	–	4	10%	–	800K	Made fro multi-fe monster
Barbatos	–	–	223	-10	30	-10	223	–	–	–	4	12%	–	1M	It's a go but you be conte
Crow Bow	–	–	245	–	–	–	245	–	–	6	4	10%	–	1M	From the creators Laser M Bow.
Arjuna Bow	–	50	269	–	–	–	269	–	–	–	4	12%	–	2M	You mus good tas those th
Prometheus	–	–	295	–	15	–	295	15	–	–	4	12%	–	3M	This bow prequel t running bows.
Silver Wind Bow	–	25	325	–	–	25	325	–	–	2	4	10%	–	4M	Don't yo name so cool?
Secret Skill Bow	–	–	357	–	–	–	357	–	–	–	4	10%	–	6M	The secr the magi always in
Hitman Bow	–	–	393	–	–	–	393	–	1	–	4	15%	–	8M	Could be there is, ever wit
Sky God Bow	–	50	434	–	–	40	434	–	–	–	4	10%	–	12M	Put it ba you got t you gave it.
Stymphalia Bow	100	–	480	–	-20	–	480	-20	–	–	4	10%	–	17M	Made fro of iron b
Odysseus Bow	40	–	532	20	–	20	532	-40	–	–	5	10%	–	24M	It's so ha be sure i morning
Sagittarius	120	120	592	–	120	–	592	–	–	–	4	10%	–	36M	All Sagit have goo today ?
Gandiva	150	150	840	–	150	–	840	–	–	–	4	12%	–	55M	A gift fro of Destr
Drake Hunter	300	100	1K	100	–	150	1K	–	–	–	5	12%	–	125M	You can the warr drake.
Lovely Cupid	500	300	3K	–	–	400	3K	500	4	–	5	15%	–	300M	You can your own Just poi shoot.
Tsukiyomi Bow*	1K	675	10K	900	600	2K	10K	1K	8	–	6	15%	–	–	A legend given by of the M
Tambourine*	135	210	–	180	–	240	–	–	–	–	4	20%	–	–	Now do awkwar
Flower Wreath*	–	7	–	–	–	–	–	15	9	–	4	20%	–	–	Don't fo spray pe

Guns

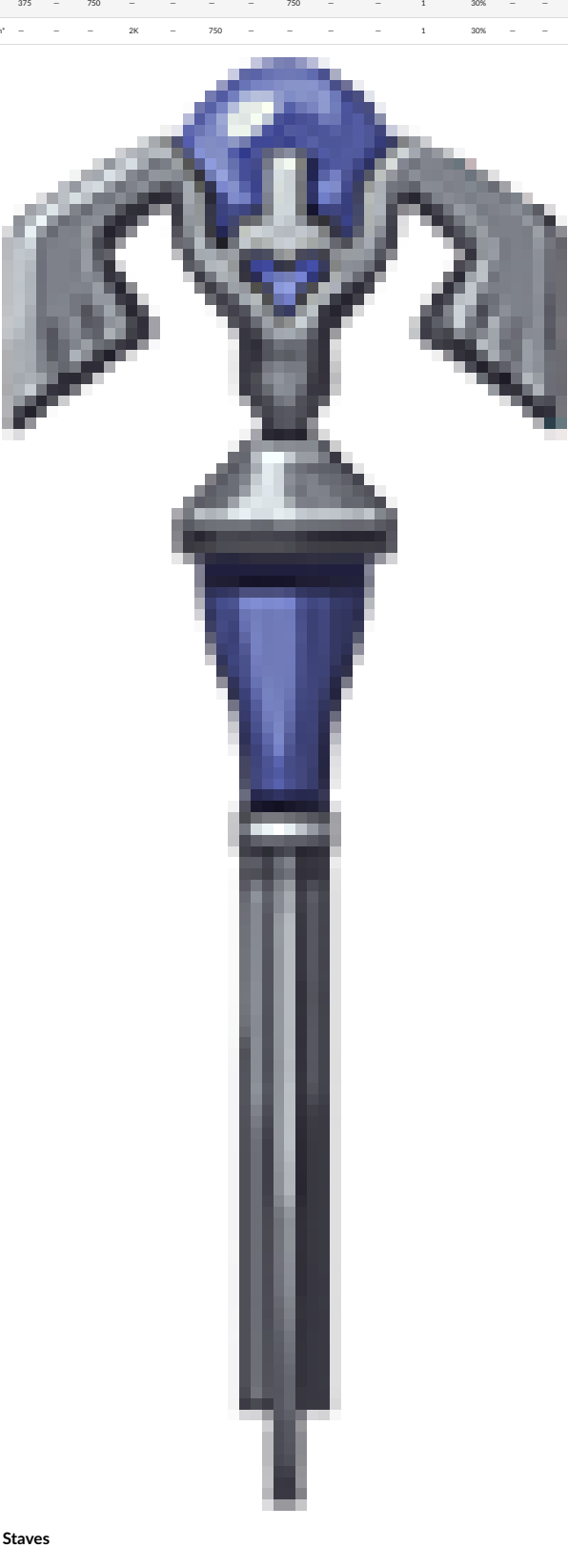
A Bow has flexibility, while a Gun has sheer range on its side. Note that Guns almost never provide ATK and do not benefit from that stat in any way. If you're looking to improve a Gun user's damage potential, use spells and equipment that raise his or her HIT and SPD.

GUN	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	Desc
Bamboo Water Gun	–	–	–	–	–	–	2	2	–	–	5	5%	–	80	It was a project.
Junk Shooter	–	–	–	–	–	–	4	4	–	–	5	5%	–	200	It's more expensive repair th buy it.
Auto Shock	–	–	–	–	–	–	6	6	–	–	5	5%	–	500	It's shoc ineffecti
Dolphin SP	5	–	–	–	–	–	9	9	–	–	5	5%	–	1K	I picked the beac
Netherworld Mk 4k	–	5	–	–	–	–	13	13	–	–	5	5%	–	2K	Talk abo date. W Mk 9000
Silver Hawk	5	–	–	–	–	–	17	17	–	4	5	5%	–	3K	For 4 po shot gu their gu
Hyper Blaster	–	–	–	–	5	–	22	22	–	–	5	5%	–	5K	Let me te you this little ove
Weirod	–	–	–	–	–	–	27	27	–	–	5	5%	–	8K	A harmfu with a bi silencer.
Double Derringer	–	–	–	–	–	–	33	33	–	–	5	10%	–	13K	It has tw Guess w it shoots
Marshal Echo	10	–	–	–	–	–	37	37	–	–	5	5%	–	18K	Only the makes w is first cl
Gehenna 600	–	5	–	–	–	–	41	41	–	–	5	8%	–	24K	An illega modified brought Hades.
Eagle Bison	–	–	–	–	–	–	46	46	–	–	5	10%	–	32K	If you bu it comes coin rib
Heat Wave Gun	–	15	–	–	–	–	53	53	–	–	5	5%	–	45K	Powerm ...
Vapor Killer	10	–	–	–	–	–	60	60	–	–	5	5%	–	60K	The stea used to wrinkles shirt.
Beam Gun	–	10	–	–	10	–	68	68	–	–	5	8%	–	80K	It actuall bullets ...
Sky Maiden Gun	20	20	–	–	–	–	77	77	–	–	5	5%	–	100K	A gun th certain r maiden t when sh
All Finger Fistcount	20	–	–	20	–	20	87	87	–	–	5	5%	–	125K	Why bot when yo
Dead Chaser	–	–	–	–	–	–	98	98	–	–	6	12%	–	160K	You can you can
Hell Grenade	–	–	–	–	–	–	108	108	–	–	5	10%	–	200K	Sooo ... gun, you
Space Magnum	–	–	–	–	-10	–	122	122	–	4	5	5%	–	250K	Space P investig includec
Photon Burst	–	20	–	–	20	–	136	136	–	–	5	5%	–	310K	Make su "Photon when th
Malicious	–	–	–	15	–	15	151	151	–	6	5	12%	–	400K	An unho gun.
Wing Blaster	–	10	–	–	–	–	167	167	–	–	6	5%	–	520K	It has wi but they for show
Hazardous Corpse	–	25	–	–	25	-25	184	184	–	–	5	5%	–	650K	It boosts spiritual every tim shoot it.
Commando	30	–	–	-10	–	–	203	203	–	–	5	10%	–	800K	The ultin for the b men.
Psycho Gun	–	–	–	–	–	50	223	223	–	–	6	5%	–	1M	The left certain s space pi
Pile Bunker	–	–	50	–	–	–	245	245	–	–	5	8%	–	1M	I'll show ultimate from a fi
Stress Reliever	–	–	–	10	–	–	269	269	–	–	5	5%	–	2M	Just pull hammer shoot.
Gjallarhorn	–	–	–	–	50	–	295	295	–	–	5	5%	–	3M	The soun makes b end of th
Volcanic Fire	40	–	–	–	–	–	325	325	–	–	5	10%	–	4M	It's ridic for some
Titania	–	60	–	25	25	25	357	357	–	–	5	5%	–	6M	A gun or by the C the Fairie
Lightning Laser Gun	–	–	–	–	–	50	393	393	–	4	6	5%	–	8M	Do not f when yo are wet.
Hammer Gun	40	40	–	–	–	–	434	434	–	–	5	5%	–	12M	Its kick v like a to
Aurvangr	80	–	–	–	–	–	480	480	–	–	6	5%	–	17M	Used as weapon known v
Omega Phaser	–	100	–	–	–	50	532	532	–	–	5	5%	–	24M	It looks is packe modern technolo
Pulse Cannon	100	–	–	100	100	–	592	592	–	–	5	5%	–	36M	Interfere cellphon hospital equipme
Crusader	–	120	–	–	–	–	840	840	–	5	5	12%	–	55M	Say your slimebal
Overlord's Gun	–	200	–	–	–	–	1K	1K	–	6	5	10%	–	125M	This is w Overlord when it
Marduk	250	300	–	150	200		3K	3K	–	4	6	10%	–	300M	A gun w the Neth
Absolute*	750	900	–	750	600	1K	10K	10K	–	4	7	15%	–	–	Absolute best rifle Netherw
Megaphone*	–	–	–	–	–	–	165	–	–	–	6	50%	–	–	Come on your ha

Axes

Using an Axe is a commitment to damage. It has very little range compared to other weapons and even its higher-end Weapon Skills are difficult to use, but between its passive DEF reduction and its high chance for Critical hits, an Axe will almost always leave a mark. You'll likely want to use equipment that helps to compensate for the SPD loss, however, or the Axe's wielder will take a number of hits that he or she shouldn't.

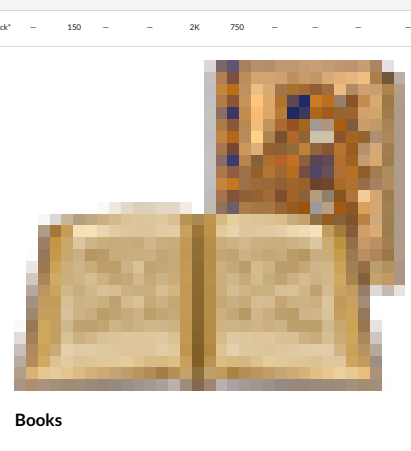
Axe	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	Desc
Rusty Axe	–	–	4	–	–	–	–	-1	–	–	1	15%	–	80	I'm too l take car
Lumberjack Axe	–	–	7	–	–	–	–	-1	–	–	1	15%	–	200	You can sweat o handle.
Nailed Bat	–	–	12	–	-5	–	-1	-2	–	–	1	20%	–	500	Add mo daily to its effec
Wooden Hammer	3	–	18	3	–	–	–	-3	–	–	1	15%	–	1K	See a na Hamme
Hardened Bat	–	–	25	–	–	–	-2	-4	–	–	1	20%	–	2K	Hit that slugger!
Barber Pole	–	5	34	–	–	5	–	-6	–	–	1	15%	–	3K	A weapo faraway
Warrior Axe	8	–	43	8	–	–	–	-7	–	–	1	15%	–	5K	You don be a wa it.
Plated Axe	–	–	54	5	-4	3	–	-9	–	–	1	15%	–	8K	A gold-p It looks
Bronze Axe	10	–	66	–	–	–	–	-11	–	–	1	15%	–	13K	Don't underes bronze. in third
Labrys	5	5	73	–	–	-5	-3	-12	–	–	1	20%	–	18K	Be caref double-
Greedy Hatchet	10	–	82	-5	-5	-5	-5	-14	–	–	1	25%	–	24K	After us you wo use any
Shaman Axe	–	10	93	–	–	10	–	-15	–	–	1	15%	–	32K	Satisfy t that pro
War Hammer	20	–	106	10	–	–	-8	-18	–	–	1	20%	–	45K	The sug retail pr
Dwarf Axe	–	–	120	10	–	10	–	-20	–	–	1	15%	–	60K	Don't w Dwarve normal too.
Lovely Edge	–	20	136	–	–	20	–	-23	–	–	1	15%	–	80K	For thos love late Saturda
Gold Crusher	30	–	154	30	–	–	-10	-26	–	–	1	20%	–	100K	Get ove gold!
Guillotine Axe	–	–	174	10	-10	–	-12	-29	–	–	1	20%	–	125K	A curse has dea many d
Crimson Fire Stick	40	–	196	–	–	-5	–	-33	–	–	1	15%	–	160K	It's just stick...
Metal Slasher	20	–	219	40	-20	-20	-20	-36	–	–	1	25%	–	200K	You can and coin thing!
Wing Axe	–	30	244	30	–	30	-15	-41	–	–	1	20%	–	250K	It's muc than it l
Evil Butterfly Axe	–	–	272	–	20	20	–	-45	–	–	1	15%	–	310K	Shake it the win
Guilty Axe	50	–	302	50	–	–	–	-50	–	–	1	15%	–	400K	It was b a crime
Aura Axe	70	–	334	–	–	–	-20	-56	–	–	1	20%	–	520K	You'll ev confide
Pahoehoe	–	30	369	-30	30	30	–	-61	–	–	1	15%	–	650K	Strong e a man b balance
Aethyr	50	–	406	50	-50	50	–	-68	–	–	1	15%	–	800K	Try to m angelic using th
Enforcer	–	–	446	–	–	-25	-24	-74	–	–	1	20%	–	1M	The bru this axe smile to
Sedona Axe	–	60	490	–	–	50	–	-82	–	4	1	15%	–	1M	Rumore been us the Oce
Daedalus War Axe	50	–	538	50	–	–	-28	-90	–	–	1	20%	–	2M	"Daedal engrave side, so
Violence Edge	–	80	591	–	50	30	–	-98	–	–	1	15%	–	3M	Perfect betwee husban
Axe of Despair	–	–	649	-40	-40	-40	-40	-108	–	–	1	25%	–	4M	This wo hopeless
Earthquaker	80	–	714	80	–	–	–	-119	–	–	1	15%	–	6M	Beware of the E
Amazoness	–	–	787	–	–	–	-50	-133	–	5	1	25%	–	8M	Its femin mind-bl
Garuda Axe	150	–	867	–	–	–	–	-144	–	–	1	15%	–	12M	Equippi make yo in no tim
Ukonvasara	–	–	960	–	80	–	-60	-160	–	–	1	25%	–	17M	Now yo with the Thunder
Lunatic Axe	–	100	1K	–	–	100	-50	-177	–	–	1	20%	–	24M	This axe the craz the mon
Ragnar	–	150	1K	–	150	–	-70	-197	–	–	1	25%	–	36M	An axe t stained blood of demons
Gilgamesh	300	–	2K	300	–	–	–	-280	–	3	1	15%	–	55M	An axe be equip king.
Lightning Axe	–	200	3K	–	200	–	-80	-420	–	–	1	20%	–	125M	Don't to you'll ge
Britomartis	600	100	6K	300	–	–	–	-980	–	–	1	15%	–	300M	An axe t by the C Hunting
Tezcatlipoca*	2K	600	20K	900	375	600	-300	-3375	–	5	2	30%	–	–	Said to b held by Netherw worst de
Toy Hammer*	1K	600	–	2K	2K	2K	4K	2K	–	–	1	30%	–	–	It's just a
Lollipop*	90	60	–	75	–	75	–	–	–	–	1	30%	–	–	Which g these ou
Puppy Paw Stick*	450	–	615	–	–	–	270	360	–	6	1	30%	–	–	Good fo you nee
Guitar*	375	–	750	–	–	–	–	750	–	–	1	30%	–	–	Can you chord?
Referee Fan*	–	–	–	2K	–	750	–	–	–	–	1	30%	–	–	On your get set...



Staves

Any healer or spellcaster worth his or her salt will want to use a Staff. It's the only humanoid weapon without inherent Weapon Skills, but its user's Weapon Mastery translates directly to additional power, range, and area for all of its user's spells. It's also the only weapon type that offers RES, the stat that fuels Heal spells.

STAFF	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	Desc
Sort of Staff-Like	–	–	–	–	2	1	–	–	–	–	2	5%	–	80	If I say it then it's
Magic Rod	–	–	–	–	5	2	–	–	–	–	2	5%	–	200	The tip c can be s highlight
Glass Wand	–	2	–	–	8	4	–	–	–	–	2	5%	–	500	A wand in the di of a toy
Magician's Wand	–	2	–	–	12	6	–	–	–	–	2	5%	–	1K	Summon pigeons Come o
Play Rod	–	–	–	–	17	8	–	–	–	–	2	7%	–	2K	A mischi fairy gav me!
Undead Staff	4	–	–	-2	22	11	–	–	–	–	2	3%	–	3K	There ar everywh
Staff of Marriage	–	6	–	–	29	14	–	2	–	–	2	5%	–	5K	Using th bring th your dre you!
Conchiolin	–	–	–	–	36	18	–	–	–	–	2	7%	–	8K	A staff n sea shell
Jewel Scepter	–	8	–	–	44	22	–	–	–	–	2	5%	–	13K	It shines than any
Elf Staff	–	–	–	–	49	24	3	–	–	–	2	5%	–	18K	This staf luxurious fey ...
Demon Wand	8	–	–	10	55	31	–	–	–	–	2	3%	–	24K	Your typ demon s
Beat Stick	10	–	–	–	62	31	–	-5	–	–	2	7%	–	32K	Now you speak sc want to.
Jungle Stick	–	–	–	–	70	35	5	–	–	–	2	5%	–	45K	A 58% c rain ... j
Prinny Staff	–	–	–	–	80	40	–	–	–	–	2	20%	–	60K	Every tir make on Prinny g missing.
Inspiring Staff	–	–	–	–	91	45	3	–	–	–	2	7%	–	80K	Your will with this inspiring
Mesmerizing Staff	–	–	–	–	103	51	–	–	–	2	2	3%	–	100K	If you ge by illusio your ow
Emerald Staff	–	10	–	–	116	58	–	–	–	–	2	3%	–	125K	Its beau any gem
Shiny Staff	–	–	–	–	130	65	5	5	–	–	2	5%	–	160K	It's so sh can't loo at it.
Kamikaze Staff	–	–	–	–	146	73	10	15	–	3	2	3%	–	200K	It summ that blo up.
Pretty Rod	–	–	–	–	163	81	12	–	–	–	2	7%	–	250K	You can friends v someone
G.H.O.B.A.G.	15	–	–	30	181	91	–	–	–	–	3	3%	–	310K	Stands f Hit On B
Mermaid Staff	–	20	–	–	201	101	–	–	–	–	2	5%	–	400K	I won't f tears of mermaid
Staff of Happiness	–	15	–	–	223	111	–	–	–	–	2	10%	–	520K	I wonde that mal so happ
Eclipse Wand	–	–	–	5	246	123	–	–	–	–	2	7%	–	650K	A staff t block ou
Dream Staff	–	10	–	20	271	135	–	–	–	–	2	3%	–	800K	You migh want to
Contract Staff	20	–	–	–	298	149	–	–	–	–	2	3%	–	1M	It won't soul or a hehehe!
Solid Impact	45	–	–	20	327	163	–	–	–	–	2	10%	–	1M	It's more weapon staff.
Sorcerer Rod	–	–	–	–	359	179	30	–	–	–	2	7%	–	2M	A favori magic us
Prinny Staff X	–	–	–	–	394	197	–	–	–	–	2	25%	–	3M	We can't how we it.
Amduscias	–	50	–	–	433	216	–	–	–	–	2	5%	–	4M	You'll be great sin this!
Rune Staff	–	–	–	–	476	238	60	–	–	4	2	5%	–	6M	It's full o mysterio powers!
Wizardry	–	65	–	–	524	262	–	–	–	–	3	5%	–	8M	A staff m genius m
Summon Luminas	–	–	–	–	579	289	–	30	–	–	2	7%	–	12M	This was try to fu summon dreams.
Dark Nebula	–	–	–	–	640	320	–	–	–	–	2	10%	–	17M	There w clouds a scattere
Holy Goddess Staff	50	–	–	80	709	354	–	–	–	–	2	3%	–	24M	Only to a weapo
Ganesha Staff	–	100	–	–	790	395	100	–	–	2	2	5%	–	36M	This was given by elephan
Tupac Yauri	100	–	–	–	1K	560	–	120	–	5	3	3%	–	55M	Sorry fo confusin
Thyrsus Staff	200	200	–	150	2K	840	200	–	–	3	2	7%	–	125M	This has power to the bigg monster
Mercurius	240	360	–	180	4K	2K	240	240	–	4	2	10%	–	300M	The lege staff can overstat
Genesis Wand*	600	900	–	375	14K	7K	1K	750	–	6	3	15%	–	–	Oh, it's j evilest w ?
Pure Stick*	–	150	–	–	2K	750	–	–	–	–	2	5%	–	–	Which P Morphin are you!



Books

As per RPG tradition, one of the most dangerous weapons in the game is ... something that isn't a weapon at all. A character with a Book doesn't get the same benefits to his or her spells that a Staff user does, but Books are the only weapon that consistently provides its user with three stats: ATK, DEF, and INT. A Book's basic attack functions off the average of the user's ATK and INT, and can do a surprising amount of damage as a result.

BOOK	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	De
Ripped Scrap Book	–	–	1	1	3	–	–	–	–	–	1	3%	–	80	I gave three c scribbl
Business Planner	–	–	2	2	6	–	–	–	–	–	1	3%	–	200	It's full countl scribbl
Fun With Magic	–	–	4	3	9	2	–	–	–	–	1	3%	–	500	It's act that fu
Prinny Book	2	–	7	4	14	–	–	–	–	–	1	3%	–	1K	On the the ma handw ever.
Jewel Lithograph	–	–	10	8	20	–	–	–	–	–	1	5%	–	2K	Don't jewel out th
Magic Diary	–	2	14	6	27	3	–	–	–	–	1	3%	–	3K	It's th autob a witc
Demon Text Book	4	–	18	7	34	–	–	–	–	–	1	3%	–	5K	It's a s educa book.
Gremlin Tales	–	2	23	8	43	3	–	–	–	–	1	3%	–	8K	It's so won't pee at
Demon Beast Fossil	–	–	29	15	52	–	–	–	–	–	1	5%	–	13K	This is treasu
Mononoke Deck	5	–	32	10	58	–	5	–	–	–	1	3%	–	18K	It was Nekon
Hieroglyphics	–	4	37	11	66	5	–	–	–	2	1	3%	–	24K	Pyram
Poison Butterfly	–	–	42	12	74	5	5	–	–	–	1	3%	–	32K	It's the young
Book of Evolution	–	–	48	20	84	–	–	–	–	–	1	5%	–	45K	You ca vertic
Rune Bible	–	–	55	14	96	–	–	–	–	–	1	3%	–	60K	The di has ac more
Magic for Morons	–	–	62	15	109	–	–	–	–	–	1	3%	–	80K	The bo have b out.
Sun Monolith	10	–	69	25	123	–	–	–	–	4	1	5%	–	100K	Just ha make i where
Supernatural Tales	–	–	77	17	139	10	–	–	–	–	1	3%	–	125K	Read i candle
Witchcraft	–	12	86	18	156	–	–	–	–	–	1	3%	–	160K	80% o love sp
Book of Secrets	15	–	96	19	175	15	–	–	–	–	1	3%	–	200K	If they why di them a
Necromancy	–	–	108	20	195	–	15	–	–	3	1	3%	–	250K	It's a p book.
Mandate of Heaven	–	10	122	22	217	10	–	–	–	–	1	3%	–	310K	Oops, coffee
Darkness Tablet	–	–	136	35	241	–	-5	20	–	–	1	5%	–	400K	Yes! W the we
Sacred Scriptures	–	15	152	27	267	15	15	–	–	–	1	3%	–	520K	It's the angel g
Anti-Evil Lithograph	25	–	169	40	295	–	–	–	–	–	1	3%	–	650K	Shoul be usi
Phalaenopsis Dream	–	–	189	33	325	20	25	–	–	–	1	3%	–	800K	This w the str what.
Book of Death	–	20	211	37	357	–	10	–	–	4	1	3%	–	1M	The in writte
Sephirot	30	–	234	60	392	–	–	–	–	–	1	5%	–	1M	Learn myste
Mystic Doctrines	–	–	258	45	430	–	–	–	–	–	1	3%	–	2M	It's a t that w years
Evil God Grimoire	35	–	285	50	472	30	–	–	–	–	1	3%	–	3M	Conne evil sh sealed
iVil Pad	–	–	313	60	519	–	-10	30	–	–	1	5%	–	4M	This is handy Pinch!
Abyssal Gate	40	–	343	62	571	–	–	–	1	–	1	3%	–	6M	The su will oc you d
Illustrated Scroll	–	–	374	72	630	35	20	–	–	–	1	3%	–	8M	It's pri done t
Holy Book of Ra	20	–	410	110	694	20	–	–	–	–	1	5%	–	12M	Conne Lala
Aphrodite	–	40	458	100	770	–	–	–	–	–	1	3%	–	17M	Comet bonus
Gorgon Stone	60	–	495	140	850	–	–	–	–	–	1	5%	–	24M	You sh their d you sa
Garuda Legend	–	–	550	150	950	–	–	50	1	3	1	3%	–	36M	The st are ex it.
Dantalion	–	–	770	200	1K	–	–	–	–	–	1	3%	–	55M	A popu everyo who d readin
Necronomicon	100	100	1K	300	2K	–	250	75	–	3	1	3%	–	125M	Remem wordy barada
Book of Eibon	150	120	2K	700	5K	–	375	210	–	4	1	3%	–	300M	Don't not in
Altima*	1K	–	8K	2K	16K	–	1K	600	–	6	2	10%	–	–	This b with a can co
Zetta Book (Replica)*	–	–	150	–	300	–	–	–	–	–	1	5%	–	–	It's a v replica Zetta.

Monster Weapons

A monster that relies upon its ATK to deal damage will want to equip one of these.

monster weapon	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	Des
Cicada Husk	–	–	3	–	–	–	1	–	–	–	1	9%	–	80	All thos summer memori
Paw Gloves	–	–	6	–	–	–	2	–	–	–	1	12%	–	200	Squishy
Curved Nail	–	–	10	–	–	–	4	2	–	–	1	9%	–	500	Why do just cut already
Umbrella Bat	–	–	15	–	–	–	6	–	–	–	1	9%	–	1K	An easy umbrell
Fawn Horn	–	–	21	–	–	–	8	–	–	2	1	9%	–	2K	A very ingredie Eastern
Slime Mucus	–	–	28	–	–	–	11	4	–	–	1	9%	–	3K	It will c your clo
Jelly Fish Needle	–	–	36	5	–	–	14	–	–	–	1	9%	–	5K	The nu causes of nice
Cobra Twist	–	–	45	–	–	–	18	–	–	–	1	12%	–	8K	I tap! C
Porcupine Needle	10	–	55	–	–	–	22	–	–	4	1	9%	–	13K	It's a sh quill.
Wolf Fangs	–	12	61	–	–	10	24	–	–	–	1	9%	–	18K	The up lower j slightly
Suspicious Tentacle	15	–	68	–	–	–	27	15	–	–	1	9%	–	24K	It's pro nothing about?
Bull Horn	20	–	77	–	–	–	31	–	–	–	1	9%	–	32K	It's not for talk
Bear Claw	–	–	88	15	–	10	35	–	–	–	1	9%	–	45K	The Ap main ri
Rose Whip	25	–	100	–	–	–	40	–	–	–	1	9%	–	60K	Leaves roses e
Tiger Fang	–	20	113	–	–	20	45	–	–	–	1	9%	–	80K	It proba from th a tiger
Jack-o'-Lantern	–	–	128	–	–	–	51	27	–	–	1	12%	–	100K	This isn much o weapon
Alligator Bite	–	32	145	–	–	22	58	–	–	–	1	9%	–	125K	Holy cr got bit
Mythic Beast Horn	30	–	163	–	–	–	65	34	–	–	1	9%	–	160K	Now yo mythic wherev want.
Undead Embrace	–	–	182	–	–	–	73	–	–	4	1	14%	–	200K	Eventu love wi
Mad Dinosaur	–	–	203	–	–	–	81	–	–	–	1	9%	–	250K	Welcor Jurassi Zoo.
Demon Hand	40	–	226	30	–	–	91	–	–	–	1	12%	–	310K	Its skin scaly ...
Wyvern Wing	60	–	251	40	–	–	101	–	–	–	1	9%	–	400K	Wanna have a Wing!
Pegasus Hoof	–	40	278	–	–	–	111	42	–	–	1	9%	–	520K	Get kic and yo among
Mermaid Harp	50	–	307	–	–	–	123	–	–	–	1	12%	–	650K	It's mis strings
Demon Claw	–	–	338	–	–	50	135	–	–	–	1	9%	–	800K	You ca agony i claws.
Griffin Beak	60	60	372	–	–	–	149	–	–	–	1	9%	–	1M	Pokey p poke.
Golem Punch	–	–	408	70	–	–	163	70	–	–	1	9%	–	1M	A very punch t the gro
Spider's Curse	80	–	448	–	–	40	179	–	–	–	1	12%	–	2M	Did you spiders grudge
Jaws of Cerberus	–	70	492	–	70		197	–	–	–	1	9%	–	3M	Three f Now th
Geo Blade	90	–	541	–	–	–	216	–	–	–	1	9%	–	4M	Spirits into a f sword.
Kraken Tentacles	–	–	595	–	–	–	238	–	–	–	1	14%	–	6M	The ha balance and suc
Nightmare's Neigh	–	–	655	–	–	–	262	–	–	6	1	9%	–	8M	Now I'll nonsen sleep a
Hydra Bind	–	100	723	–	–	–	289	100	–	–	1	9%	–	12M	Ohh, th starting
Dragon Tail	150	–	800	–	–	175	320	–	–	–	1	9%	–	17M	Tastes soup fo
Half a Phoenix Wing	–	200	886	–	–	200	354	–	–	–	1	9%	–	24M	Let's go
Enigma	–	125	987	–	–	–	395	125	–	–	1	14%	–	36M	It's a m this is s
Devil Matrix	200	–	1K	–	–	225	560	–	–	–	1	12%	–	55M	Its neg is over
Uroborus Ring	–	250	2K	250	–	–	840	–	–	4	1	9%	–	125M	This fig never e
Makai Wars	400	200	5K	200	–	150	2K	250	–	4	1	14%	–	300M	Release TBD.
Baal Stigma*	1K	600	17K	750	450	675	7K	750	–	6	1	19%	–	–	Here lie Tyrant

Monster Emblems

Spellcasting monsters, such as Spirits, Succubi, and Sea Angels, will want to use Emblems instead. With Monster Mastery, Emblems improve a monster's spells much in the same way as Staves do.

monster emblem	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	Des
Humiliating Emblem	–	–	2	–	2	–	–	–	–	–	1	10%	–	80	You'd p rather this.
Weakling Emblem	–	–	5	–	5	–	–	–	–	–	1	10%	–	200	They a compla
Depraved Emblem	3	–	8	–	8	–	–	–	–	–	1	10%	–	500	You'll le work.
Colt Emblem	–	–	12	–	12	–	–	3	–	–	1	10%	–	1K	You're young.
Cunning Emblem	–	–	17	–	17	–	–	–	–	3	1	10%	–	2K	Damn i dang it
Sacrifice Emblem	–	–	22	–	22	4	–	–	–	–	1	10%	–	3K	I hope y your m
Sitcom Emblem	–	5	29	–	29	–	–	–	–	–	1	10%	–	5K	Everyth will be laugh t
Skeleton Emblem	6	–	36	–	36	–	–	–	–	–	1	15%	–	8K	It looks with a s
Danger Emblem	–	–	44	–	44	–	6	–	–	–	1	10%	–	13K	You ca emblem
Third Eye Emblem	–	–	49	6	49	–	–	–	–	–	1	10%	–	18K	Please the thi
Courage Emblem	–	–	55	–	55	10	–	–	–	–	1	10%	–	24K	Is that or are y really v
Eerie Emblem	12	–	62	–	62	–	–	–	–	–	1	10%	–	32K	It glow dark.
Secret Emblem	–	14	70	–	70	–	–	–	–	4	1	10%	–	45K	Don't t about t
Greedy Emblem	15	–	80	–	80	7	–	–	–	–	1	10%	–	60K	You'll b really s
Flame Emblem	–	–	91	20	91	–	–	–	–	–	1	10%	–	80K	Don't h long or burned
Impure Emblem	–	22	103	–	103	–	–	–	–	–	1	10%	–	100K	Impurit impure
Devilish Emblem	–	–	116	–	116	–	–	34	–	–	1	10%	–	125K	You'll e wearing makeup
3 Star Emblem	30	–	130	–	130	–	–	–	–	–	1	20%	–	160K	Bring i
Madness Emblem	–	25	146	–	146	25	–	–	–	–	1	10%	–	200K	Haaaaa hahaha hahaha
Dark Emblem	–	–	163	–	163	–	30	35	–	3	1	10%	–	250K	You'll b surroun pitch-b darknes
Spirit Emblem	50	–	181	40	181	–	–	–	–	–	1	10%	–	310K	The spi look ev suppos
Unexpected Emblem	–	40	201	–	201	–	40	–	–	–	1	10%	–	400K	I broke emblem purpos unexpe
Heretic Emblem	45	–	223	–	223	–	–	45	–	6	1	15%	–	520K	Also kn Ruthles
Mystery Emblem	–	–	246	–	246	–	60	–	–	4	1	10%	–	650K	It chang depend angle y it.
Gold Emblem	–	–	271	–	271	–	–	–	–	5	1	10%	–	800K	Make s it to ma real.
Dark Knight Emblem	50	–	298	–	298	–	65	–	–	–	1	10%	–	1M	All the neighb will wa it.
Chastity Emblem	–	–	327	–	327	80	–	–	–	3	1	20%	–	1M	Remem it off o weddin
Surprise Emblem	60	–	359	40	359	–	–	–	–	–	1	10%	–	2M	Receivi a surpr
Earth Emblem	–	50	394	–	394	60	–	50	–	–	1	10%	–	3M	Good l Earth.
Happy Emblem	–	–	433	–	433	70	–	–	–	5	1	10%	–	4M	Aren't too hap
Goddess Emblem	70	–	476	50	476	–	–	40	–	–	1	20%	–	6M	The Go blessin
Fiery Emblem	60	–	524	–	524	–	–	80	–	–	1	10%	–	8M	It's real be care
Phoenix Emblem	–	90	579	60	579	90	–	–	–	–	1	10%	–	12M	The sky you!
Carnage Emblem	80	–	640	–	640	–	–	70	–	–	1	10%	–	17M	Hahaha
Illusion Emblem	100	–	709	–	709	–	100	–	–	–	1	20%	–	24M	Make s really s
Dragon God Emblem	–	95	790	–	790	–	140	–	–	–	1	10%	–	36M	You'll g protect dragon
Undead Emblem	175	–	1K	175	1K	175	–	–	–	–	1	10%	–	55M	You wo your H
Enma Emblem	–	110	2K	–	2K	125	125	125	–	–	1	25%	–	125M	If you l you'll g
Awakening Emblem	200	140	4K	150	4K	225	260	100	–	5	1	15%	–	300M	My boo burning
Legend Emblem*	600	900	14K	450	14K	2K	1K	600	–	5	1	20%	–	–	An emb passed genera

Charts

Armor & Accessories

The categories of gear in D2 are strictly organizational and don't affect what a character can have equipped at any given time. You can have three copies of the same item on a single character if you want, or three pairs of Shoes on a unit that doesn't even have feet. It's up to you.

Armor

As one might expect, Armor raises a character's DEF and RES when worn. Shields do so at the expense of SPD.

ARMOR	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Crit	Ct	Price	Descriptio
Amulet	—	—	—	2	—	1	—	—	—	—	—	—	30	It was made by a Prinny!
Pot Lid	—	—	—	4	—	2	—	-2	—	—	—	—	80	I question anyone who sells this as armor.
Silk Cummerbund	—	—	—	6	—	2	—	—	—	—	—	—	200	It feels really nice to the touch.
Safety Helmet	—	2	—	9	—	3	3	—	—	—	—	—	500	Make sure you wear one on construction sites.
Homemade Sweater	—	—	—	13	—	3	—	—	—	—	—	—	1K	The sleeve lengths are different ...
Festival Clothes	—	3	—	17	—	6	—	—	—	—	—	—	2K	Party time! Excellent!
Buckler	—	—	—	22	—	9	—	-3	—	—	—	—	3K	It's just a small shield.
Bug Hero Suit	—	—	2	27	—	3	—	—	1	—	—	—	5K	Can you ride like the wind? I see ...
Gas Mask	—	4	—	33	—	5	7	—	—	—	—	—	8K	*hoo pah* *hoo pah*
Knifing Vest	10	—	—	37	—	4	—	—	—	—	—	—	13K	For those occasions when you just gotta knife someone.
Kendo Gear	—	—	4	41	—	10	—	—	—	—	—	—	18K	It smells exactly like you'd expec it would.
Kite Shield	—	—	—	46	—	18	—	-8	—	—	—	—	24K	It's a light shield shaped like a kite. It doesn't fly.
Magical Vest	—	10	—	53	4	15	—	—	—	—	—	—	32K	A certain witch girl gave me hers.
Bikini Armor	12		—	60	—	10	—	—	—	—	—	—	45K	Try not to stare too much.
Great Helm	—	5	—	68	—	15	10	—	—	—	—	—	60K	It was love a first sight.
Hustler Jacket	5	—	—	77	—	17		—	—	—	—	—	80K	Make sure you wear this for the right situations.
Magical Tricorn Hat	—	15	—	87	6	18	15	—	—	—	—	—	100K	My grandfather used to wea this all the time.
Dandy Gown	—	—	—	98	—	20	—	—	—	—	—	—	125K	Wearing thi will attract Siamese cats.
Elegant Coat	—	10	—	108	—	22	—	—	—	—	—	—	160K	Wearing thi will instantly make you elegant.
Scalemail	20	—	—	122	—	12	—	—	—	—	—	—	200K	It's armor made of chain-linked scales.
Breastplate	25	—	—	136	—	14	—	—	—	—	—	—	250K	They're pretty popular. Simple is best.
Duralumin Shield	—	—	—	151	—	30	—	-15	—	—	—	—	310K	It's a very large shield.
Willpower Suit	10	—	10	167	—	26	—	—	—	—	—	—	400K	This one is a little sweaty ...
Brigandine	32	—	—	184	—	20	—	—	—	—	—	—	520K	An armor made with celebrities i mind.
General's Helm	—	10	—	203	—	30	25	—	—	—	—	—	650K	A relic of warriors wh fought in wars ages ago.
Happy Cape	—	25	—	223	—	40	—	—	—	—	—	—	800K	I'm happy! Are you happy?
Robe of the Magi	—	30	—	245	10	45	—	-5	—	—	—	—	1M	A favorite o test takers.
Metal Jacket	40	—	—	269	—	25	—	—	—	—	—	—	1M	It makes you look tough and it's full of metal.
Nine Tail	10	10	—	295	—	55	—	10	1	5	—	—	2M	It was made from a fox monster.
Angel Shield	—	—	—	325	—	70	—	-20	—	—	—	—	3M	Consider it a gift from above.
Dragonmail	60	—	—	357	—	40	—	—	—	—	—	—	4M	No, this isn't a letter delivered by a dragon.
Venus Dress	—	—	15	393	—	85	—	—	—	—	—	—	6M	It has a nice slit up the side ... I love slits!
Achilles Shield	—	—	—	434	—	100	—	-30	—	—	—	—	8M	You can use this to pretend you're the ultimate hero.
Orichalcum Armor	80	—	—	480	—	60	—	—	—	—	—	—	12M	I thought this only existed in legends.
Death's Breastplate	70	—	—	532	—	75	—	-15	—	—	—	—	17M	Wearing this all day may kill you.
Aegis Shield	—	—	—	592	—	135	—	-50	—	—	—	—	24M	Don't look a me so much
Overlord's Cape	—	50	25	840	25	120	—	—	—	—	—	—	36M	Make sure t punish anyone who tugs on it.
Nirvana	100	100	—	1K	—	150	50	—	—	—	—	—	55M	You will reach Nirvana someday ...
Superalloy Suit	400	300	300	3K	300	500	300	—	—	6	—	—	125M	Once said to be unequaled.
Invincible Aura*	1K	675	750	10K	750	2K	750	—	—	9	—	—	—	Gracefully makes you invincible.

Belts

The only reason to wear a Belt is to improve a character's ATK. They have no other function, although the Black Belt also quietly adds one point to Counter.

BELT	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price
Power Belt	—	—	5	—	—	—	—	—	—	—	—	—	—	200
Exertion Belt	—	—	18	—	—	—	—	—	—	—	—	—	—	3K
Energy Belt	—	—	35	—	—	—	—	—	—	—	—	—	—	18K
Beastly Belt	—	—	57	—	—	—	—	—	—	—	—	—	—	60K
Aura Belt	—	—	92	—	—	—	—	—	—	—	—	—	—	160K
Spirit Belt	—	—	140	—	—	—	—	—	—	—	—	—	—	400K
Bravery Belt	—	—	205	—	—	—	—	—	—	—	—	—	—	1M
Black Belt	—	—	298	—	—	—	—	—	—	—	—	—	—	4M
Ubermensch	—	—	443	—	—	—	—	—	—	—	—	—	—	17M
Orion's Belt	—	—	2K	—	—	—	—	—	—	—	—	—	—	125M

Shoes

Initially, Shoes provide a bump to SPD, which is a damage stat for characters that use Fists or Guns and an avoidance stat for just about everyone. As you gain access to the improved models, they're also a handy method of providing slower characters with additional points in Move.

BELT	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price
Slippers	—	—	—	—	—	—	—	5	—	5	—	—	—	200
Cross-Trainers	—	—	—	—	—	—	—	18	1	—	—	—	—	3K
Ninja Tabi	—	—	—	—	—	—	—	35	—	10	—	—	—	18K
Falcon Shoes	—	—	—	—	—	—	—	57	1	5	—	—	—	60K
Aero Sneakers	—	—	—	—	—	—	—	92	1	10	—	—	—	160K
Winged Boots	—	—	—	—	—	—	—	140	1	12	—	—	—	400K
Angel's Shoes	—	—	—	—	—	—	—	205	1	15	—	—	—	1M
Accelerator	—	—	—	—	—	—	—	298	2	—	—	—	—	4M
Propel Vernier	—	—	—	—	—	—	—	443	2	10	—	—	—	—
Barefoot X	—	—	—	—	—	—	—	2K	3	20	—	—	—	—

Orbs

Any character can equip multiple Orbs to get extra SP and RES. Since the Heal spell runs off the RES stat, any designated healer on your team should keep a decent Orb equipped. Others can use them situationally, for maps where you're facing a lot of enemy spellcasters and could use the extra magic resistance.

Orbs are one of three kinds of commonly found accessories that are never available for sale at the Rosen Queen branch in Laharl's Castle.

orb	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price
Common Orb	—	10	—	—	—	10	—	—	—	—	—	—	—	150
Psycho Orb	—	36	—	—	—	36	—	—	—	—	—	—	—	2K
Dark Orb	—	69	—	—	—	69	—	—	—	—	—	—	—	14K
Bloody Orb	—	114	—	—	—	114	—	—	—	—	—	—	—	47K
Astral Orb	—	183	—	—	—	183	—	—	—	—	—	—	—	120K
Lunar Orb	—	279	—	—	—	279	—	—	—	—	—	—	—	300K
Royal Orb	—	409	—	—	—	409	—	—	—	—	—	—	—	600K
Holy Orb	—	595	—	—	—	595	—	—	—	—	—	—	—	4M
Chaos Orb	—	886	—	—	—	886	—	—	—	—	—	—	—	14M
Universal Orb	—	5K	—	—	—	5K	—	—	—	—	—	—	—	100M

Glasses

Archers, Gunners, and offensive spellcasters can all benefit from a good pair of Glasses. They also provide a notable increase to the chance that a wearer will critically hit.

GLASSES	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price
Glasses	—	—	—	—	5	—	10	—	—	—	—	5%	—	200
Binoculars	—	—	—	—	18	—	36	—	—	—	—	5%	—	3K
Nerd Glasses	—	—	—	—	35	—	69	—	—	—	—	5%	—	18K
Plastic Nose	—	—	—	—	57	—	114	—	—	—	—	5%	—	60K
Opera Glasses	—	—	—	—	92	—	183	—	—	—	—	5%	—	160K
Nightvision	—	—	—	—	140	—	279	—	—	—	—	5%	—	400K
Crosshair	—	—	—	—	205	—	409	—	—	—	—	5%	—	1M
Foresight	—	—	—	—	298	—	595	—	—	—	—	5%	—	3M
Destiny Lens	—	—	—	—	443	—	886	—	—	—	—	5%	—	13M
Providence	—	—	—	—	2K	—	5K	—	—	—	—	10%	—	100M

Muscles

Sadly, Muscles are another item that you can never buy from the Castle branch of Rosen Queen. They have no other benefit besides raising the wearer's maximum HP.

MUSCLES	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price
Brawny Muscle	20	—	—	—	—	—	—	—	—	—	—	—	—	200
Kung-Fu Muscle	72	—	—	—	—	—	—	—	—	—	—	—	—	3K
Spirit Muscle	137	—	—	—	—	—	—	—	—	—	—	—	—	20K
Fight Muscle	227	—	—	—	—	—	—	—	—	—	—	—	—	100K
Ace Muscle	365	—	—	—	—	—	—	—	—	—	—	—	—	168K
Victory Muscle	557	—	—	—	—	—	—	—	—	—	—	—	—	350K
Dream Muscle	817	—	—	—	—	—	—	—	—	—	—	—	—	750K
World Muscle	1K	—	—	—	—	—	—	—	—	—	—	—	—	3M
Star Muscle	2K	—	—	—	—	—	—	—	—	—	—	—	—	18M
Cosmo Muscle	10K	—	—	—	—	—	—	—	—	—	—	—	—	120M

Special Treasures

Also known as "Emblems," these accessories raise all eight primary statistics at once. Other items are specifically designed to increase a single stat and will provide more of a bonus to that stat than an Emblem of the same level of quality, but Emblems are an efficient way to shore up a character's weaker stats.

SPECIAL TREASURES	HP	SP	ATK	DEF	INT	RES	HIT	SPD	MOVE	JUMP	RANGE	CRIT	CT	PRI
Imperial Seal	10	4	4	4	4	4	4	4						2K
Dark Rosary	30	15	15	15	15	15	15	15						8K
Devil Ring	50	25	25	25	25	25	25	25						32K
Feather Token	80	40	40	40	40	40	40	40						100K
Sophia's Mirror	120	60	60	60	60	60	60	60						250K
Pravda Pendant	180	90	90	90	90	90	90	90						650K
Royal Ring	270	135	135	135	135	135	135	135						2M
Testament	400	200	200	200	200	200	200	200						8M
Exodus	600	300	300	300	300	300	300	300						36M
Arcadia	3K	2K	2K	2K	2K	2K	2K	2K						300M
Trapezohedron	10K	5K	5K	5K	5K	5K	5K	5K						1

Rare Equipment

As the name might suggest, these items are very difficult to get hold of. The Prinny Suit must be stolen from Pringer X on your first visit to Pringer Land X, and the Super Time Engine is obtained by defeating Tyrant Overlord Baal. The rest can be stolen from the Item Gods of high-Rank weapons and armor.

Each item on this list contains a unique Innocent that provides an equally unique benefit.

RARE EQUIPMENT	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price
Prinny Suit	8K	—	—	4K	—	4K	—	—	—	—	—	—	—	—
Broken Cellphone		—	2K	—	2K	—	5K	5K	—	—	—	20%	—	—
Mushroom Charm		—	—	5K	—	5K	—		—	10	—	20%	—	—
Pizza Shield	2K	—	—	5K	—	—	—	2K	—	—	—	—	—	—
Cosplay Cat Ears		2K	—	5K	—	—	2K	—	—	—	—	10%	1	—
Bunny Diary		5K	—	—	5K	5K	—	—	—	—	—	—	—	—
Super Time Engine	8K	8K	2K	2K	2K	2K	5K	15K	99	99	—	—	—	—

Charts

Consumables

This is a general term for any item that disappears upon use, such as food, drinks, or Potions. Consumables are a big part of the early game and slowly fade into irrelevance as you enter the Post-Game, although it's still handy to have a few lying around. Unlike equipment, consumables' stats reflect either the amount that they restore (in the case of snacks) or that they permanently add to the user (in the case of Secret Medicine).

You can level up consumables in the Item World just as with any other item, which improves their effectiveness when used but does not allow you to use a single item multiple times.

Snacks

You can use food and beverages both on and off the field to restore your characters' HP and SP. Much of this is available for sale at the Rosen Queen Trading Company if you speak with Arakia, but the items that restore both HP and SP simultaneously never appear in her inventory regardless of your Product Rank.

Snacks that you acquire in the field often come with Dietician Innocents inside them. The presence of a Dietician improves the snack's ability to restore HP beyond these baseline levels, although it's kind of creepy if you think about it for too long. Go ahead; munch on that entire secret civilization. It's fine.

SNACKS	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	De
ABC Gum	20	—	—	—	—	—	—	—	—	—	1	—	—	—	Rec Nex wor che me?
Mint Gum	50	—	—	—	—	—	—	—	—	—	3	—	—	40	Rec Spe the viol flav
Hard Candy	100	—	—	—	—	—	—	—	—	—	3	—	—	120	Rec Stra you gran coff
Cotton Candy	200	—	—	—	—	—	—	—	—	—	3	—	—	400	Rec The our
Taiyaki	350	—	—	—	—	—	—	—	—	—	4	—	—	1K	Rec The veg fish
Chocolate	500	—	—	—	—	—	—	—	—	—	4	—	—	2K	Rec Sorr gold tick thes
Flan	1K	—	—	—	—	—	—	—	—	—	4	—	—	4K	Rec Dad can' have
Eclair	3K	—	—	—	—	—	—	—	—	—	5	—	—	10K	Rec Did kno can ligh
Shortcake	8K	—	—	—	—	—	—	—	—	—	5	—	—	16K	Rec The vert chal cake
Sundae	20K	—	—	—	—	—	—	—	—	—	5	—	—	30K	Gre reco Dor to p fudg
Opened Soda	—	5	—	—	—	—	—	—	—	—	1	—	—	8	Rec You luck not
Unopened Soda	—	20	—	—	—	—	—	—	—	—	3	—	—	40	Rec Tap top ope
Garlic Water	—	40	—	—	—	—	—	—	—	—	3	—	—	120	Rec Dou trou for whe bles
Yam Starch	—	70	—	—	—	—	—	—	—	—	3	—	—	400	Rec Pst, swit with pota star
BBQ Sauce	—	130	—	—	—	—	—	—	—	—	4	—	—	1K	Rec Just you you bac
Egg Yolk	—	200	—	—	—	—	—	—	—	—	4	—	—	2K	Rec You bum you thes
Protein Shake	—	300	—	—	—	—	—	—	—	—	4	—	—	4K	Rec Just whe prot com
Bloody Mary	—	450	—	—	—	—	—	—	—	—	5	—	—	10K	Rec I on orde the
Sake	—	700	—	—	—	—	—	—	—	—	5	—	—	16K	Rec Take for sake
Mushroom Soup	—	1K	—	—	—	—	—	—	—	—	5	—	—	54K	Gre reco Plea for Eryn logo
Sardine	30	14	—	—	—	—	—	—	—	—	3	—	—	48	Rec HP/ sure pac here
Caterpillar Egg	60	24	—	—	—	—	—	—	—	—	4	—	—	120	Rec HP/ Som sold butt
Charred Newt	120	50	—	—	—	—	—	—	—	—	4	—	—	240	Rec HP/ May shou gon boil ...
Chicken Blood	300	100	—	—	—	—	—	—	—	—	4	—	—	500	Rec HP/ secr chic stea
Snake Kidney	600	170	—	—	—	—	—	—	—	—	4	—	—	2K	Rec HP/ wor only one
Yummy Kimchee	2K	320	—	—	—	—	—	—	—	—	4	—	—	3K	Rec HP/ why kim
Frog Sweat	3K	620	—	—	—	—	—	—	—	—	5	—	—	6K	Rec HP/ Har the inte
Immortal Pill	7K	1K	—	—	—	—	—	—	—	—	5	—	—	16K	Rec HP/ Inte prin the only
Soma	14K	2K	—	—	—	—	—	—	—	—	5	—	—	38K	Rec HP/ som
Elixir	30K	9K	—	—	—	—	—	—	—	—	6	—	—	550K	Gre rest HP/ Alm goo cho milk
Fairy Dust	—	—	—	—	—	—	—	—	—	—	4	—	—	40	Cur ailm not ang fairi
Demon Buns	1	—	—	—	—	—	—	—	—	—	5	—	—	100	If yo muc Lv n dow

Special Items

This is the "miscellaneous" section, which covers bribes for Senators in the Dark Assembly, Hands used to steal items from enemies, and your trusty Mr. Gency Exit.

For some reason, items that are used as Senatorial bribes are listed as having HP, but still cannot be used for anything besides a bribe.

SNACKS	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	D
Angel Cake	500	—	—	—	—	—	—	—	—	—	1	—	—	2K	For Ser You bac
Gold Bar	500	—	—	—	—	—	—	—	—	—	1	—	—	20K	For Ser of use
Superhero DVD	500	—	—	—	—	—	—	—	—	—	1	—	—	10K	For Ser one adr loo
Bomb	500	—	—	—	—	—	—	—	—	—	1	—	—	40	For Ser Pur slee Ser
Medicine	500	—	—	—	—	—	—	—	—	—	1	—	—	352	For Ser Sob dru Ser
Hard Liquor	500	—	—	—	—	—	—	—	—	—	1	—	—	942	For Ser Ser dru
Chloroform	500	—	—	—	—	—	—	—	—	—	1	—	—	2K	For Ser Ma Ser asle
Stealing Hand	—	—	—	—	—	—	20	—	—	—	2	—	—	30	Ste fro ene (Ra
Plunder Hand	—	—	—	—	—	—	30	—	—	—	3	—	—	200	Ste fro ene (Ra
Cha-Ching	—	—	—	—	—	—	40	—	—	—	4	—	—	750	Ste fro ene (Ra
Bandit's Hand	—	—	—	—	—	—	50	—	—	—	5	—	—	10K	Ste fro ene (Ra
Awesome Hand	—	—	—	—	—	—	60	—	—	—	6	—	—	80K	Ste fro ene (Ra
Mr. Gency Exit	—	—	—	—	—	—	—	—	—	—	—	—	—	—	Esc the dur

Secret Medicine

This covers Potions, Salves, Serums, and Remedies, which permanently add EXP, Mana, or stats to their user. Despite the description, these items are still fully effective if used from the Items menu in Laharl's Castle or on a Bonus Island in the Item World. They don't have to be used in combat.

SNACKS	HP	SP	ATK	DEF	INT	RES	HIT	SPD	Move	Jump	Range	Crit	Ct	Price	De
Mana Potion I	10	—	—	—	—	—	—	—	—	—	2	—	—	208	Use batt obta
Mana Potion II	100	—	—	—	—	—	—	—	—	—	2	—	—	9K	Use batt obta
Mana Potion III	300	—	—	—	—	—	—	—	—	—	2	—	—	45K	Use batt obta
Mana Potion IV	600	—	—	—	—	—	—	—	—	—	2	—	—	288K	Use batt obta
Mana Potion V	900	—	—	—	—	—	—	—	—	—	2	—	—	1M	Use batt obta
EXP Potion I	90	—	—	—	—	—	—	—	—	—	2	—	—	230	Use batt earn
EXP Potion II	360	—	—	—	—	—	—	—	—	—	2	—	—	9K	Use batt earn
EXP Potion III	1K	—	—	—	—	—	—	—	—	—	2	—	—	50K	Use batt earn
EXP Potion IV	6K	—	—	—	—	—	—	—	—	—	2	—	—	288K	Use batt earn
EXP Potion V	23K	—	—	—	—	—	—	—	—	—	2	—	—	1M	Use batt earn
Stamina Salve	20	—	—	—	—	—	—	—	—	—	2	—	—	84	Use batt raise
Spirit Salve	—	20	—	—	—	—	—	—	—	—	2	—	—	84	Use batt raise
Strength Salve	—	—	5	—	—	—	—	—	—	—	2	—	—	84	Use batt raise
Endurance Salve	—	—	—	5	—	—	—	—	—	—	2	—	—	84	Use batt raise
Mind Salve	—	—	—	—	5	—	—	—	—	—	2	—	—	84	Use batt raise
Agility Salve	—	—	—	—	—	—	—	5	—	—	2	—	—	84	Use batt raise
Finesse Salve	—	—	—	—	—	—	5	—	—	—	2	—	—	84	Use batt raise
Tolerance Salve	—	—	—	—	—	5	—	—	—	—	2	—	—	84	Use batt raise
Stamina Remedy	50	—	—	—	—	—	—	—	—	—	2	—	—	1K	Use batt raise
Spirit Remedy	—	50	—	—	—	—	—	—	—	—	2	—	—	1K	Use batt raise
Strength Remedy	—	—	10	—	—	—	—	—	—	—	2	—	—	1K	Use batt raise
Endurance Remedy	—	—	—	10	—	—	—	—	—	—	2	—	—	1K	Use batt raise
Mind Remedy	—	—	—	—	10	—	—	—	—	—	2	—	—	1K	Use batt raise
Agility Remedy	—	—	—	—	—	—	—	10	—	—	2	—	—	1K	Use batt raise
Finesse Remedy	—	—	—	—	—	—	10	—	—	—	2	—	—	1K	Use batt raise
Tolerance Remedy	—	—	—	—	—	10	—	—	—	—	2	—	—	1K	Use batt raise
Stamina Serum	100		—	—	—	—	—	—	—	—	2	—	—	11M	Use batt raise
Spirit Serum	—	100		—	—	—	—	—	—	—	2	—	—	11M	Use batt raise
Strength Serum	—	—	20		—	—	—	—	—	—	2	—	—	11M	Use batt raise
Endurance Serum	—	—	—	20		—	—	—	—	—	2	—	—	11M	Use batt raise
Mind Serum	—	—	—	—	20	—	—	—	—	—	2	—	—	11M	Use batt raise
Agility Serum	—	—	—	—	—	—	—	20	—	—	2	—	—	11M	Use batt raise
Finesse Serum	—	—	—	—	—	—	20	—	—	—	2	—	—	11M	Use batt raise
Tolerance Serum	—	—	—	—	—	20	—	—	—	—	2	—	—	11M	Use batt raise

Charts

Weapon Skills

Seven of the eight types of humanoid weapons have eight associated Weapon Skills. These Skills can be learned naturally as your characters' Weapon Masteries improve, but do not have an associated Mastery requirement to be used. Once one of your characters knows a Weapon Skill, you can teach it to any other humanoid character via the Master & Apprentice system, and those characters can then use the Skill regardless of their individual levels of Weapon Mastery.

To use any Weapon Skill, a character must have the associated weapon equipped. Monsters cannot equip weapons, so they cannot use Weapon Skills. In the event that a monster learns one anyway, usually through Reincarnation from a humanoid class, the monster can actually teach the Weapon Skill to an apprentice even though the Skill doesn't appear on the monster's Status screen.

An individual Weapon Skill's level does not affect its range or area of effect. Instead, it simply affects the Skill's damage.

Staves do not have any associated Weapon Skills. They're too busy enhancing spells.

Legend

Skill: The skill's name.

Source: The level of Weapon Mastery required to initially unlock the Skill. Some Skills must be bought in the Item World.

SP Cost: The number of SP spent to use the Skill.

Stat: The primary statistic that determines the Skill's damage. This is the same Skill that governs the damage of the weapon's basic attack.

Power: An in-game ranking system that indicates the Weapon Skill's basic power level, with G as the lowest and SS as the highest. This is only one of a host of potential modifiers that govern the Skill's damage potential and should not be taken as an argument for or against the Skill's use.

Effect: Several Weapon Skills have an additional effect, such as inflicting elemental rather than physical damage or causing a status ailment. If so, it's listed here. (Ice and Water have different icons in-game but both work against a target's Ice resistance.)

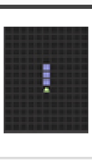
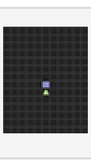
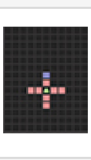
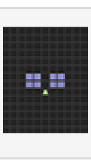
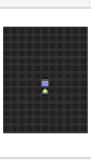
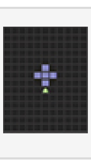
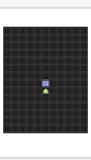
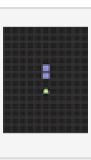
Description: The Skill's in-game description.

Note

A yellow panel in a Weapon Skill's targeting grid indicates that either the Skill's user or its target will end up in a different place than where they started.

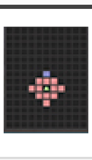
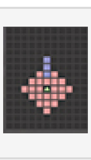
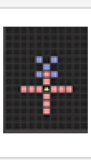
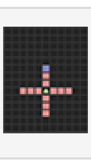
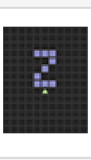
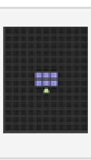
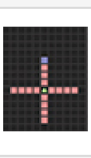
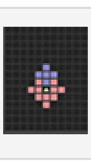
Axes

An Axe trades area of effect and range for sheer, unrivaled damage.

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Axe Wheel WMD	WM 10	48	ATK	D	-	A devastating weapon created in the shadows of the Netherworld.
	Boulder Crush	WM 1	4	ATK	E	-	How many boulders have been crushed in this series so far...?
	Dynamic Moon	WM 15	96	ATK	S	-	Moonsault Express 666! This is your last stop!
	El Diablo	Purchased	200	ATK	E	-	Sinners of the world, I shall now carry out your punishment.
	Helmet Crush	WM 3	12	ATK	C	-	A master only needs one strike to destroy a helmet.
	Netherworld Loop	Purchased	140	ATK	D	-	Sometimes you just can't wait for 80 days...
	Plasma Sky	WM 21	160	ATK	SS	-	The ultimate plasma axe skill destroys everything.
	Super Back Spin	WM 5	24	ATK	C	-	I'll be back... but I don't know how many more times.

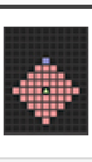
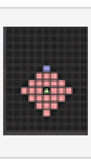
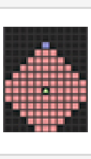
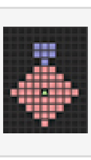
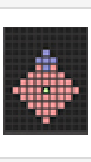
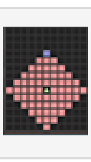
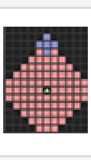
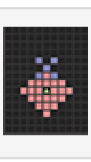
Books

With a Book, a character gets a balanced assortment of stat points as well as access to several elemental spells and the ability to sic an angry cat on people.

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	NIS Certification	Purchased	200	INT	SS	Ice	Summon: Amaterasu! Make sure to fill out all the forms correctly.
	Gone with the Cotton	WM 3	12	INT	G	Wind/Sleep/Paralyze	Summon: Cotton! There's cotton everywhere!
	Baskervilles	WM 10	48	INT	C	Fire	Summon: Hell Hound! Huge paw prints were next to the victim...
	451 Degrees of Evil	WM 1	4	INT	E	Fire	Summon: Mini Salamander! Burn the Netherworld to the ground...
	Cat Tale	Purchased	140	INT	G	-	Summon: Puss in Boots! Beward ze mark of ze cat!
	Sea Dragon Bang	WM 21	160	INT	A	Water	Summon: Sea Dragon God! Anger the gods at the risk of your soul.
	Sea Horse Charge	WM 5	24	INT	C	Water	Summon: Sea Horse Knight! Under the sea, impale them for me!
	Nether News	WM 15	96	INT	B	Wind	Summon: Wind and Lightning Twins! There's a legend about them.

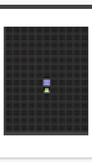
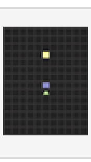
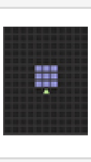
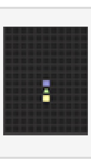
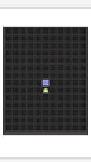
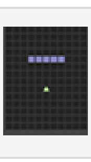
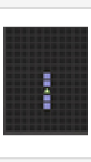
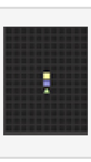
Bows

A Bow does not have the sheer range of a Gun but does have a more flexible targeting range. Its Weapon Skills lend it some of the punch that it would otherwise lack.

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Bright Canopus	WM 3	12	ATK/HIT	E	-	Glittering starlight has never been so deadly!
	Dark Spica	WM 1	4	ATK/HIT	E	-	Use the darkness to send them to the void.
	Doppelganger	WM 15	96	ATK/HIT	B	-	After much trial and error, you finally learned how to stop time!
	Fire Dragon Gods	Purchased	200	ATK/HIT	C	-	The Dragon Gods from hell will burn your targets to cinders.
	Galaxy Comet	WM 21	160	ATK/HIT	D	-	The entire galaxy pays the price, but it's worth it!
	Meteor Arrow Kick	WM 5	24	ATK/HIT	D	-	Become one kick-ass shooting star.
	Psycho Mirage	Purchased	140	ATK/HIT	E	-	No matter what direction you shoot, the arrows'll do all the work.
	Zielregen	WM 10	48	ATK/HIT	E	-	You'll be one rapid-fire spitfire.

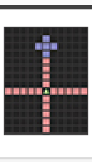
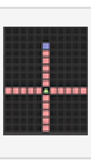
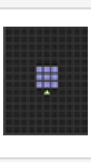
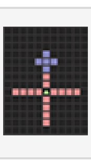
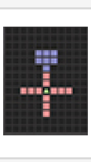
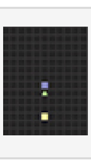
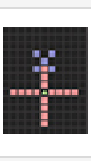
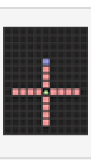
Fists

A Fist's early skills are often unusable due to terrain and do underwhelming damage, but the last four Weapon Skills you learn give it additional flexibility.

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Aura Punch	WM 15	96	ATK/SPD	A	Wind	A one-inch punch that can shatter mountains. (Blow)
	Beast King	WM 10	48	ATK/SPD	B	Fire	A combination of strikes pounds the enemy to nothing.
	Big Bang	WM 21	160	ATK/SPD	E	Water	Travel through space and time to rock this universe again.
	Double Shadow	WM 3	12	ATK/SPD	D	Wind/Sleep/Paralyze	Your shadow becomes your new best friend!
	No Way Out	Purchased	200	ATK/SPD	SS	Ice	There's no way out of here, Dr. Richard Kimble!
	Quintuple Shot	Purchased	140	ATK/SPD	D	-	Create energy-based multiples of yourself and have fun!
	Side Out	WM 5	24	ATK/SPD	D	Water	Claustrophobia actually comes in handy for once!
	Triple Strike	WM 1		ATK/SPD	E	Fire	It's just 3 hits, but it's enough to make it a skill!

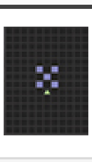
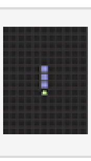
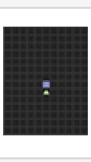
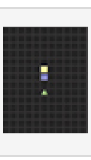
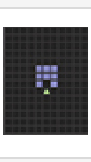
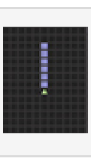
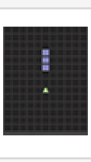
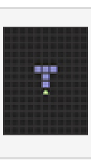
Guns

A Gun has the highest base range of any humanoid weapon but lacks other weapons' damage potential.

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Cocytus	Purchased	200	SPD/HIT	B	Water	Freeze in absolute zero conditions!
	Dark Matter Ether	WM 3	12	SPD/HIT	E	—	Why shoot bullets when you can shoot your soul?
	Double Hell Limbo	Purchased	140	SPD/HIT	F	—	Brought to you by the colors crimson red and cobalt blue.
	Icicle Sword Gun	WM 10	48	SPD/HIT	E	Water	Freeze! We've got you surrounded ... by ice!
	Patriot	WM 21	160	SPD/HIT	D	—	You'd be surprised by all the accessories guns have these days.
	Point Blank Blaster	WM 5	24	SPD/HIT	C	–	Why shoot bullets when you can shoot your soul?!
	Rapid Launcher	WM 15	96	SPD/HIT	D	—	Break through the speed barrier! To the high-speed barrier!
	Tri-Burst	WM 1	4	SPD/HIT	E	—	Double taps are for the impatient.

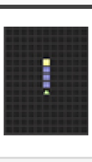
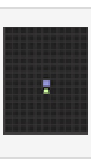
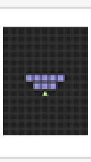
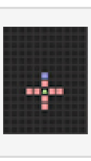
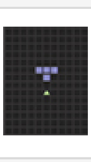
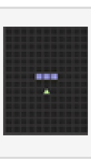
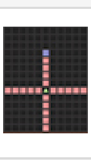
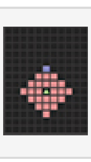
Spears

Due to its DEF bonus and effective range, a Spear is always a smart weapon choice for any character.

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Baker's Dozen Slash	Purchased	140	ATK	B	—	Any spear, when bought in bulk, can be an ultimate weapon.
	Blade Bash	WM 3	12	ATK	F	—	There's a skill with a similar name. Don't confuse the two.
	Dimension Rush	WM 15	96	ATK	S	—	Create a dimensional wormhole for Super Cosmic Acceleration!
	Impaler Drop	WM 1	4	ATK	E	—	It's the most electrifying move in spear entertainment!
	Magic Comet Slash	WM 21	160	ATK	E	Ice	Combine your spears into a comet and watch the impact!
	Meteor Sky Spear	Purchased	200	ATK	D	—	Skewer the heavens to deliver ultimate divine punishment!
	Spear Blow	WM 5	24	ATK	E	—	This skill's all about timing. Don't punch the pointy end.
	Trident	WM 10	48	ATK	E	—	Unleashes a trident that can even pierce the gods.

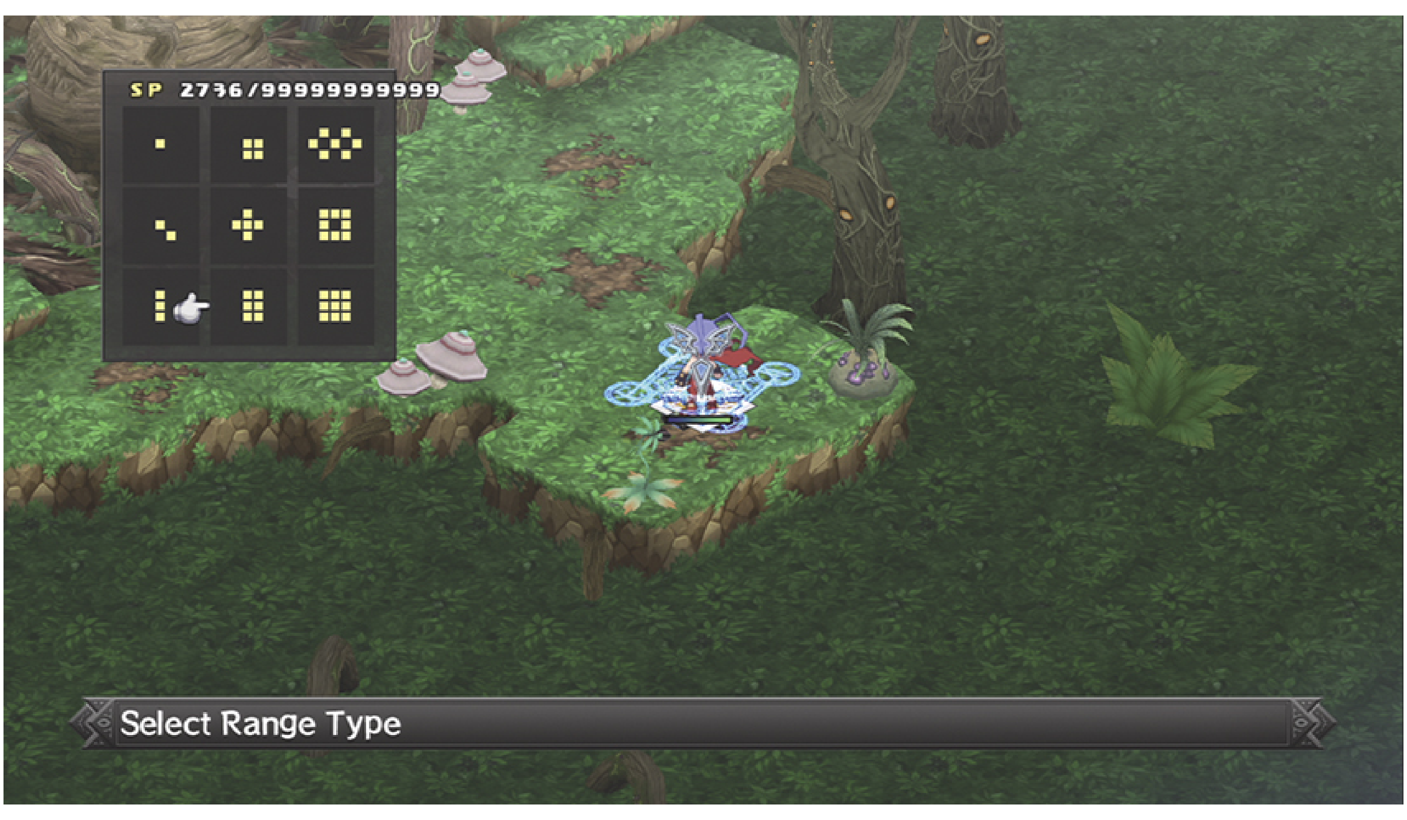
Swords

A Sword is a flexible and useful weapon for any melee combatant, with a handy assortment of area-of-effect Skills.

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Blade Rush	WM 1	4	SPD/HIT	F	—	A Netherworld favorite since 2003.
	Dark Night Slash	WM 15	96	SPD/HIT	D	—	That smile under the pale moonlight ... I have to slash it.
	Dimension Slash	WM 21	160	ATK	D	Ice	Over a billion served.
	Hurricane Slash	WM 3	12	SPD/HIT	E	Wind	Another oldie-but-goodie.
	Musou Slash	WM 10	48	SPD/HIT	E	—	Add crimson to the sky's palette.
	Nether Slash	WM 5	24	SPD/HIT	D	—	A super speed attack, that creates a blade of vacuum.
	Sky Nine Slash	Purchased	140	ATK	A	—	Slash your opponent to ribbons with this 9-pronged attack.
	Super Crosslord	Purchased	200	ATK	SS	—	Sink into the Overlord's tombstone.

Spells

Many Skills in Disgaea D2 have a set range and area of effect. Spells do not. Depending on the spell's level, the caster's weapon, the caster's Weapon/Monster Mastery, and a variety of active and passive buffs, the range and area of effect of a given spell can vary tremendously.



Skill level	range mod	AOE mod
0	0	0
1	1	0
2	1	1
3	2	2
4	2	3
5	2	4
6	3	5
7	3	6
8	3	7
9	3	8
10	4	8
11	4	8
12	4	8
13	4	8
14	4	8
15	5	8

A spell's potential area of effect ranges from one to nine panels, arranged in pre-set patterns. These patterns can be rotated by 90-degree increments with the Square button while you're targeting them.

Note that a spell takes a slight but noticeable damage penalty when affecting more than two panels at once.

At level 1, spells have a base range of two panels and can only affect a single target. As the caster gains Special Skill experience and the spell levels up, its range and area also improve.

For monsters that are using Emblems and humanoids that have a Staff equipped, their levels of Monster and Weapon Mastery also influence their spells' range, area, and damage/healing.

These various factors stack with each other and with any additional modifiers you apply, such as Petta's Evility or the Magic Extender spell. Any spell, regardless of the number of factors applied to it, cannot exceed a nine-panel area of effect.

Note

By default, both buff and debuff spells last a total of three turns. Reapplying the buff or debuff restarts the timer.

Spell	Stat	Cost	Power	Effect
Fire	INT	4	G	Inflicts damage with the power of fire.
Mega Fire	INT	16	F	Inflicts damage with the power of fire.
Giga Fire	INT	49	E	Inflicts damage with the power of fire.
Omega Fire	INT	121	D	Inflicts damage with the power of fire.
Tera Fire	INT	324	C	Inflicts damage with the power of fire.
Wind	INT	4	G	Inflicts damage with the power of wind.
Mega Wind	INT	16	F	Inflicts damage with the power of wind.
Giga Wind	INT	49	E	Inflicts damage with the power of wind.
Omega Wind	INT	121	D	Inflicts damage with the power of wind.
Tera Wind	INT	324	C	Inflicts damage with the power of wind.
Ice	INT	4	G	Inflicts damage with the power of ice.
Mega Ice	INT	16	F	Inflicts damage with the power of ice.
Giga Ice	INT	49	E	Inflicts damage with the power of ice.
Omega Ice	INT	121	D	Inflicts damage with the power of ice.
Tera Ice	INT	324	C	Inflicts damage with the power of ice.
Star	INT	4	G	Inflicts damage with the power of star.
Mega Star	INT	16	F	Inflicts damage with the power of star.
Giga Star	INT	49	E	Inflicts damage with the power of star.
Omega Star	INT	121	D	Inflicts damage with the power of star.
Tera Star	INT	324	C	Inflicts damage with the power of star.
Heal	RES	4	–	Restores HP.
Mega Heal	RES	16	–	Restores HP.
Giga Heal	RES	49	–	Restores HP.
Omega Heal	RES	121	–	Restores HP.
Tera Heal	RES	324	–	Restores HP.
Espoir	–	6	–	Cure all ailments.
Braveheart	–	8	–	Increases the target's ATK by 50%.
Magic Wall	–	8	–	Increases the target's RES by 50%.
Target Lock	–	8	–	Increases the target's HIT by 50%.
Speed Boost	–	8	–	Increases the target's SPD by 50%.
Enfeeble	–	8	–	Decreases the target's ATK by 30%.
Armor Break	–	8	–	Decreases the target's DEF by 30%.
Mind Break	–	8	–	Decreases the target's INT by 30%.
Resist Break	–	8	–	Decreases the target's RES by 30%.
Blind	–	8	–	Decreases the target's HIT by 30%.
Slow	–	8	–	Decreases the target's SPD by 30%.
Poison	–	16	–	Inflicts the target with poison.
Slumber	–	16	–	Inflicts the target with sleep.
Stun	–	16	–	inflicts the target with paralysis.
Blank Out	–	16	–	Inflicts the target with confusion.
Charm	–	16	–	Inflicts the target with deprave.
Move!*	–	36	–	Increases the target's Move range by 2.
Jump Jump Jump!*	–	8	–	Increases the target's Jump by 12.
Counter Classes*	–	16	–	Increases the target's Counter by 3.
Throw!*	–	12	–	Increases the target's Throw by 3.
Magic Extender*	–	8	–	Increases the target's magic range by 2.
Only Crits!*	–	32	–	Increases the target's Critical by 50%.
Fire Charge**	–	8	–	Increases fire resistance by 25%.
Wind Charge**	–	8	–	Increases wind resistance by 25%.
Ice Charge**	–	8	–	Increases ice resistance by 25%.
Anti-Fire**	–	8	–	Decreases fire resistance by 25%.
Anti-Wind**	–	8	–	Decreases wind resistance by 25%.
Anti-Ice**	–	8	–	Decreases ice resistance by 25%.
Wild Groom***	–	8	–	Increases monster's EXP/Mana by 100%.
Dominate***	–	8	–	Increases target monster's ATK/INT/HIT by 50%.

* These spells are unique to Lanzarote and the Sea Angel.

** These spells are unique to the Magic Knight.

*** These spells are unique to the Beast Master.

Charts

Unique Skills

A Skill that's marked "Unique" cannot be transferred to another unit by any means. A unit does not lose the Skill if they Reincarnate into a job that can't use it, but they do lose access to it until such time as they switch back.

These Skills are inherent to a character's job or species and are learned naturally as a character levels up. Rank is irrelevant; with a single exception, the only determinant governing whether or not a character learns a Skill is his or her level.

These Skills inflict more damage and slowly come to cost more SP as they level up individually, but do not change in any other significant way. Their range, area of effect, and secondary effects will be the same from levels 1 to 99.

Some spells are marked as Unique, such as Wild Groom, but for organization's sake they were listed on the last page. Likewise, all monsters' Skills are considered Unique.

Skill: The Skill's name, listed alphabetically.

Source: The character that learns the Skill, and the level at which it becomes available. If you gain the Skill during a fight, you'll receive a pop-up notification that the character's acquired the Skill. If you gain the Skill due to leveling outside of combat, such as by drinking an EXP Potion, there will be no such notification.

SP Cost: The Skill's base cost in SP. This will slowly climb up as the Skill levels, but the math behind the increase is a little fuzzy as of this writing. By the time the cost is measurably larger, however, your characters will generally be high enough level that the increase is negligible.

Stat: The stat, if any, that governs the Skill's damage potential.

Power: The in-game measurement of the Skill's damage.

Effect: By default, a Skill inflicts straight physical damage against its target. If a Skill either causes a type of elemental damage or causes a status ailment to a surviving target, it'll be listed here. If a Skill causes Star damage, that means it inflicts magical damage that is resisted by the target's RES but is not affected by the target's elemental resistances.

Description: The Skill's in-game description.

> **Note**
>
> Skills that are marked (Blow) cause knockback. A target struck with one of these Skills will fly backward from the Skill's user until it either hits something else or goes at least five panels.

Unique Skills (Playable)

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Aching Heart	Axel 42	48	ATK	D	—	The special effects look so real ...
	Angelic Knuckle	Sicily 8	12	INT	F	—	She's just copying Laharl, but with angel power.
	Angelic Whip	Artina 42	48	SPD/HIT	E	Wind	The wicked must be punished!
	Asagi Chachacha	Asagi 100	72	SPD/HIT	C	—	This star is mine! I can star in a robot game! (Blow)
	Azure Prison	Petta 8	12	INT	F	—	Send them to prison, eternally.
	Blazing Knuckle	Laharl 8	11	ATK	F	Fire	Lay the smack down with a hellfire infused fist.
	Bloody Hole	Valvatorez 42	48	ATK	E	—	Welcome to my world. You'll be packed like Sardines.
N/A	Bonus Blast	AI Onmyo Monks only	—	—	—	—	Destroys one random reward on the Bonus meter.
N/A	Bonus Change	Onmyo Monk 30	—	—	—	—	Change the score bonus. (Item World only)
	Boulder Shot+	Porkmeister 100	58	ATK	C	—	A modified version of Boulder Shot.
	Cameo Storm	Asagi 8	12	SPD/HIT	F	—	This time, the bullets are making a cameo.
	Chaos Impact	Etna 100	76	ATK	A	—	Etna's final move. It's chaotic and impactful.
	Create Barrel	Thief 40	22	—	—	—	Create a barrel.
	Create Box	Thief 20	22	–	–	—	Create a wooden box.
	Dam Breaker	Rainier 80	58	ATK	F	Ice	Ride the wave of poor civil engineering!
	Darkness Slash+	Porkmeister 8	3	SPD/HIT	E	—	A modified version of Darkness Slash.
	Dead End Chaos	Pass "Learn New Skill" with Etna in the Post-Game Dark Assembly	108	ATK	SS	—	Etna's ultimate skill. Watch her unleash her dormant powers.
	Dead Hurdles	Asagi 42	48	SPD/HIT	E	—	Mission complete! Gimme an FPS game!
	Delta of Death	Emizel 100	72	INT	B	Star	This is the full-blown power of death.
	Dual Canine Attack	Fenrich 42	48	ATK/SPD	D	Wind	I guess they get to make a cameo, too ...
	Extreme Love!	Pure Flonne 42	108	INT	C	—	This is the ultimate proof of Flonne's love!
	Fall & Press	Grosso 1	3	INT	E	—	Hover into position with the rotor and let gravity take over.
	Flonnezilla	Flonne 100	72	INT	B	—	ROOOAAARRR!!!
	Frozen Lake	Rainier 32	36	INT	D	Ice	Be careful on frozen lakes, especially at night.
	Gaea's Pulse	Garungun 32	36	ATK	C	—	Gaea is reacting to the Obsidian Dragon.
	Geo Blast	Onmyo Monk 15	—	–	–	—	Destroy the selected Geo Symbol. (Item World only.)
N/A	Geo Change	Onmyo Monk 1	—	–	–	—	Rearrange Geo Panels/Symbols. (Item World only.)
	Geo Warp	Onmyo Monk 50	—	–	–	–	Warp to the selected area. (Item World only.)
	Goddess Artemis	Artina 100	72	SPD/HIT	D	—	This one's gonna be grand! Are you ready?
	Grim Specter	Emizel 42	48	INT	E	—	I've got one hand in my pocket and the other one is there, too?
	Grosso Booster	Grosso 32	16	ATK	E	Wind	Who says you can't give yourself a boost?
	Guardian Cannon	Grosso 80	58	INT	C	Star	Summon a cannon friend and fire him from far away.
	Holy Arrows	Flonne 42	55	INT	D	—	Yes, they're Holy Arrows!
	Impaler Prince	Valvatorez 8	12	ATK	F	—	It's all in the execution.
	Love Dynamite T	Axel 100	72	ATK	C	—	"T" stands for "Tribute"! It's a tribute to myself!
	Love Knuckle!	Flonne 8	18	INT	E	—	It's basically a full-power fist of love! That's true love!
	Mandatory Repo	Artina 8	12	SPD/HIT	E	—	I'm going to repossess your cash!
	Meteor Impact EX	Laharl 100	83	ATK	C	—	The long-awaited improved version of Meteor Impact.
	My Autograph!	Axel 8	12	ATK	E	—	I know you want it! Don't play hard-to-get!
	Order: Chaos Dance	Barbara 32	72	ATK	S	—	Dance them to death, as ordered.
	Order: Prediction	Barbara 8	51	ATK	C	—	Calculate the coordinates for devastating effect, as ordered.
	Overlord Dimension	Laharl 150	114	ATK	SS	—	Laharl's super final move. Witness his/her Overlordness!
	Overlord's Wrath	Laharl 42	32	ATK	E	—	Launch fire balls with a heated temper.
	Petta Beam	Petta 42	48	INT	D	Star	My father taught me how to call out my skill names!
	Prinny Parade	Sicily 42	48	INT	D	—	Sicily is so much nicer to the Prinnies!
	Prinny Raid	Etna 8	12	ATK	E	—	How many Prinnies have died from this?
	Sand Wyrm Impact+	Porkmeister 42	36	ATK	C	Confused	A modified version of Sand Wyrm Impact.
	Sexy Beam	Etna 42	32	ATK	E	—	Decide for yourself whether this is sexy or not ...
	Sicily Delivery	Sicily 100	72	INT	B	Water	She doesn't handle with care, but she does rush deliveries!
	Soul Reaper	Emizel 8	12	INT	E	Confused	It's all part of the job.
	Spinning Shock	Garungun 80	3	ATK	F	—	If you get hit by the crimson cyclone, it's your own fault.
	Stealing Hand	Thief 1	10	—	—	—	Steal an item equipped by the target.
	Swift Power Shot	Fenrich 8	12	ATK/SPD	E	Wind	Can you handle the wild side?
	Tentacle of Death	Rainier 8	16	INT	D	—	Feed and be happy.
	Time Drive	Petta 100	72	INT	A	—	I'll do whatever it takes to find Father.
	Tyrant Flughude	Valvatorez 100	72	ATK	D	Star	Your destiny ends here. Crumble in the darkness.
	Ultimate Form	Garungun 80	58	ATK	B	Confused	You wouldn't like me when I'm angry ...
	Vanargandr	Fenrich 100	72	ATK/SPD	D	Wind	Lord Valvatorez! Forgive me!

Unique Skills (Unplayable)

The following unique Skills are used by bosses and other characters that will never join your team.

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Angels Unite!	Virunga	55	INT	D	—	Coordinate with some angel soldier pals!
	Chaos Divider	Xenolith	76	ATK	A	—	Let the darkness consume everything ...
	Dark Phenomenon	Xenolith	61	ATK	S	—	Slam the enemy with a wave of darkness.
	Dimension Chaos	Xenolith (Final)	51	SPD/HIT	D	—	Instill fear into the Netherworld with unrelenting darkness.
	Evilman Death Rave	Darkdeath Evilman	737	ATK	D	Fire	This skill is surprisingly on beat ...
	Evilman Gigantus Ray	Darkdeath Evilman	891	ATK	A	Star	The best weapon in the Evilman family.
	Evilman Slash	Darkdeath Evilman	145	ATK	D	—	This is a very final boss-like skill.
	Grand Sword	Tyrant Overlord Baal	4942	INT	S	—	The Tyrant Overlord invites you to another dimension.
	Grave Eternity	Tyrant Overlord Baal	7388	ATK	SS	Star	Behold the Tyrant Overlord's true power.
	Prinny Rush	Pringer X/Z	286	ATK	D	—	You may recognize this attack from somewhere.
	Prinny Destroy	Pringer X/Z	1659	ATK	C	Fire	Destroyyy!
	Pringer Beam X	Pringer X/Z	2153	ATK	A	Star	It's said to have destroyed 3 ancient civilizations.
	Sword Rain	Tyrant Overlord Baal	1247	ATK	A	—	Tomorrow's forecast is swords, swords, and more swords.

Charts

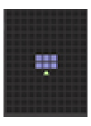
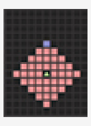
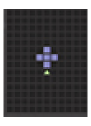
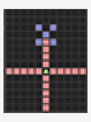
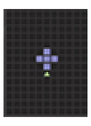
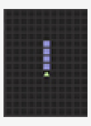
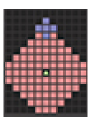
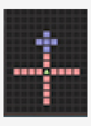
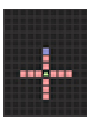
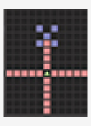
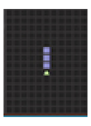
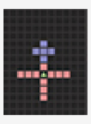
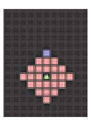
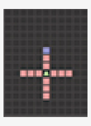
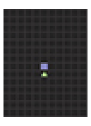
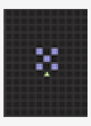
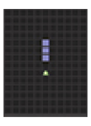
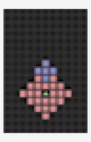
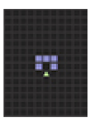
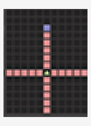
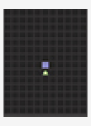
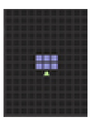
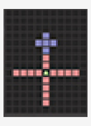
Monster Skills

Monster Skills

Image	SKILL	SOURCE	SP COST	stat	power	effect	DESCRIPTION
	Bastard Black	Rifle Demon 40	16	ATK	E	Star	The barrel isn't a bastard, you are for doing this to people.
	Black Death Circle	Living Armor 64	48	ATK	B	—	Your destiny was decided when this skill was chosen!
	Blue Sky Surfer	Slumber Cat 96	120	ATK	B	Wind	Ride them fish into the sky.
	Boltech Booster	Gargoyle 28	16	ATK	E	Wind	Lightning is the latest eco-friendly renewable resource.
	Boulder Shot	Minotaur 128	120	ATK	C	—	I coulda been a contender ... for Overlord.
	Burning Grapple	Ifrit 20	3	ATK	E	Fire	Grabs, burns and explodes!
	Burning Hairball	Slumber Cat 24	16	ATK	D	Fire	A legendary Catsaber skill.
	Cat Dance	Nekomata 20	3	ATK	E	—	Nekomatas learn this combo before they can talk.
	Cat Punch Rush	Nekomata 45	16	ATK	D	—	Nekomatas do this while running off into the sunset.
	Cat Setaria	Slumber Cat 6	3	ATK	E	—	Cats can be so relaxing ...
	Cat Wave Z	Nekomata 90	48	ATK	C	—	Nekozinger Z!
	Catapult	Rifle Demon 80	48	ATK	B	Star	So that's how catapults work ...!
	Circle of Death	Death 40	16	ATK	E	—	The only thing it's missing is a catchy song.
	Code Prinny	Prinny 96	120	ATK	C	Star	Operation Prinny is a go!
	Combo Attack	Slumber Cat 48	48	ATK	B	—	Even basic skills can be powerful when used together.
	Dam Maker	Sea Angel 160	120	INT	C	Ice	Sea Angels are also the angels of ice!
	Daniel Jacks	Lantern 24	16	ATK	D	—	... can you keep up with this?
	Darkness Slash	Minotaur 10	3	ATK	F	—	... and in the darkness slash them!
	Diving Heart	Succubus 10	3	INT	E	Deprave	I will send you my heart, no matter how far you are!
	Dragon Hornet	Evil Dragon 15	3	ATK	E	Wind	A newly gained power of the wind! Making tornadoes ain't easy!
	Dragon Lightning	Evil Dragon 90	48	ATK	D	Wind	The skies are calling for a dragon!
	Electric Shot	Gargoyle 56	48	ATK	C	Wind/Paralysis	A bull's-eye of high voltage!
	Evil Dragon Play	Evil Dragon 180	120	ATK	S	Wind	Let's play ... I might even give you half the world!
	Flying Press	Gargoyle 8	3	ATK	E	—	Go go Gargoyle Copter!
	Gaea's Lament	Golem 56	48	INT	C	—	Sometimes you've gotta break ground to get things done.
	Gallatin Sword	Living Armor 128	120	ATK	S	Fire	I will take him down! Right here! Right now!
	Galleon Cannon	Gargoyle 112	120	ATK	C	Star	Too close for missiles ... switching to Gargoyles!
	Gigantic	Living Armor 32	16	ATK	E	Wind	Fooled you! There's no growing this time.
	God of Flame	Ifrit 180	120	ATK	C	Fire	I'll burn you whole! Let's go, Fire God! Full blast!
	Hundred Cat Fist	Nekomata 180	120	ATK	SS	Paralysis	Nekomatas learn that to survive the end of the world.
	Hydro Drake	Ifrit 45	16	ATK	E	—	A new source of energy! Light it, and boom!
	Ice Wall Circle	Sea Angel 80	48	INT	D	Ice	Greetings from below the ice!
	Ignis Fatuus	Spirit 8	3	INT	E	Fire	Most will-o-the-wisp rumors turn out to be this...
	Ignition	Rifle Demon 15	3	ATK	E	Star	This can also be used to get the remote without getting up.
	Jack Knife Jr.	Lantern 8	3	ATK	E	—	Want some candy? Your back is wide open.
	Jack the Ripper	Lantern 48	48	ATK	B	Deprave	Be wary of pumpkins lurking in the darkness.
	Jackpot 4 U	Lantern 96	120	ATK	SS	—	A skill admired by all pumpkins in the Netherworld.
	Lightning God Slash	Living Armor 10	3	ATK	E	Wind/Paralysis	Some people believe the lightning comes from a wizard.
	Lorenzini	Sea Dragon 28	16	ATK	D	—	Everyone has some sort of weakness to bubbles.
	Macho Golem	Golem 112	120	INT	A	Confused	Ooh, yeah!
	Mandala Volcano	Ifrit 90	48	ATK	D	Fire	My whole body is a volcano!
	Micro Bomber	Spirit 28	16	INT	D	Fire	Even small kids wanna explode sometimes.
	Moth Field	Mothman 48	48	INT	D	Confused	A super skill that can even seal away big monsters.
	Mothsplosion	Mothman 24	16	INT	D	Paralysis	Transform into tiny, exploding Mothmen for the win.
	Muscle Slime	Sludge 96	120	INT	D	Poison	Muscles! We suspect performance enhancers were used.
	Nether Lariat	Golem 8	3	INT	F	—	My arms are long enough to reach 1 square away...
	Never Forget You	Spirit 112	120	INT	B	—	They've boldly gone... beyond the sky...
	Nightmare Carnival	Succubus 64	48	INT	C	Deprave	Oh, we shouldn't do this here! Oh!
	Petal Cutter V	Alraune 8	3	INT	E	—	These petals cut deep!
	Pile Bunker	Golem 28	16	INT	C	Paralysis	I'll just make my way the highway! (Blow)
	Pink Illusion	Succubus 32	16	INT	D	Deprave	Thought it was a succubus? Too bad!
	Poison Bite	Zombie 8	3	INT	E	Poison	That bite looks infected!
	Prinny Blizzard	Prinny 6	3	ATK	E	Ice	Here's one shaved ice for you, dood!
	Prinny Dance	Prinny 24	16	ATK	E	Paralysis/Sleep	Do the Prinny Shake!
	Puppet Show	Spirit 56	48	INT	B	Deprave	Did you think you were actually being controlled?
	Rifle Death	Rifle Demon 160	120	ATK	B	Star	Force death upon your enemies.
	Roslimebo	Sludge 48	48	INT	D	Poison	The sludgy version of rock-paper-scissors!
	Rotten Headbutt	Zombie 28	16	INT	D	—	Disassemble ... Reassemble ...
	Sand Wyrm Impact	Minotaur 64	48	ATK	C	Confused	Swing for the fences!
	Scatter Thorn Shot	Alraune 56	48	INT	D	—	Rain thorny drills upon the land.
	Sea Dome Tragedy	Shark Dragon 112	120	ATK	B	Ice	I bet something's gonna happen in the dome ...
	Shadow Nail	Death 15	3	ATK	E	Deprave	The shadow lurks underfoot.
	Shark Slider	Shark Dragon 8	3	ATK	E	Ice	And they said they weren't scared of sharks ...
	Shark Whirlpool	Shark Dragon 56	48	ATK	A	Ice	This is the next big tourist attraction! Maybe ...
	Slime Cheer	Sludge 24	17	INT	E	Poison	Hip hip hooray! Hip hip—watch out!
	Slime Stomp	Sludge 8	3	INT	E	Poison	Things just got sticky up in here..
	Solar Satellite	Alraune 28	16	INT	E	—	Alraune took in sunlight!
	Soul Collector	Death 80	48	ATK	D	Deprave	Just gathering a few souls here ...
	Spinning Wind Blast	Minotaur 32	16	ATK	E	—	Whatever you do, don't call it Twirling Wind Blast. (Blow)
	Sunset Lullaby	Mothman 96	120	INT	A	—	The ending made me cry ...
	Super Hypno Ray	Mothman 8	3	INT	F	Sleep	Covering your ears won't do you any good.
	Tentacle	Sea Angel 40	16	INT	D	—	Open wide!
	Testament	Death 160	120	ATK	A	Star/Deprave	Technically, you did sign the contract!
	Thorn Drill Blast	Alraune 112	120	INT	S	Star	I know I can win if I just pierce through!
	Thousand Prinnies	Prinny 48	48	ATK	D	—	Looks like Etna won't be getting her dessert or panties ...
	Twin Attribute	Succubus 128	120	INT	B	Deprave	A mysterious attack using the sun and the moon.
	Water Guillotine	Sea Angel 15	3	INT	E	Ice	At super speeds, water slices things at the molecular level.
	Way of Dragon	Evil Dragon 45	16	ATK	D	—	Why mess with success? Stay out of his way!
	Zombeam	Zombie 112	48	INT	C	Wind	FULL-POWER ZOMBEAM!!!
	Zombie Tornado	Zombie 56	120	INT	C	Poison	Turns the sky a burning red color ...

Mounted Skills

These Skills are each inherent to a specific monster and can be used from the moment of the monster's creation. Unlike other Skills, the SP cost of a Mounted Skill is equal to the level of the monster using it; for example, if a Magician is riding a level 100 Alraune, Moon Spike costs 100 SP.

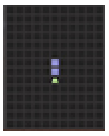
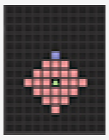
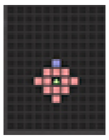
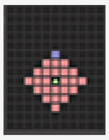
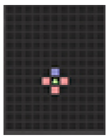
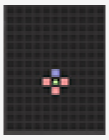
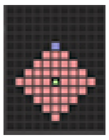
Image	SKILL	SOURCE	POWER	STAT	effect	DESCRIPTION
	Along with Rainier	Rainier	E~B	INT	Star	Just be happy you get to hold her!
	Bomber Dood	Prinny	E~S	ATK	Sleep	The Prinnies are going outside the screen!
	Cat Umbrella Spin	Slumber Cat	E~A	ATK	Confused	You can spin lots of things!
	Checkmate	Grosso	E~B	INT	—	They say Grosso's head is harder than any other gargoyle's.
	Death March	Death	E~S	ATK	—	With enough Deaths, anything is possible.
	DIEmension Slash	Zombie	E~A	INT	Poison	Reenacting a skill I admired when I was alive ...
	Dimension Eater X	Spirit	E~B	INT	—	Consume your enemies, along with the space around them.
	Fire Moon Drop Shot	Ifrit	E~A	ATK	Fire	This skill is a little too grandiose!
	Godly Machine	Garungun	E~SS	ATK	—	Bust out the lamp for added effect.
	Granite Checkmate	Gargoyle	E~A	ATK	—	It's a special kind of checkmate!
	Jaws Wave Rider	Sea Dragon	E~A	ATK	Ice	Surf's up!
	Judgment Rendezvous	Succubus	E~A	INT	Deprave	Let's go! To infinity and beyond!
	Jumpin' Jack	Lantern	E~SS	ATK	—	Take out the enemy in a flash.
	Lantern Wish	Golem	E~SS	INT	—	I will grant you 3 wishes ... NOT!
	Lovely Paw Fist	Nekomata	E~SS	ATK	—	This lovey-dovey couple will make you explode! (Blow)
	Moon Spike	Alraune	E~S	INT	—	Like the graceful flower, I will scatter my enemies!
	Moth Tornado	Mothman	E~A	INT	—	With moth power, some impossible things become possible!
	Sky High Dragoon	Evil Dragon	E~A	ATK	Wind	Now anyone can be a dragon knight!
	Slime Hand	Sludge	E~A	INT	Poison	Attack with the fact that your team is in 5th place!
	Space Galaxy Kick	Rifle Demon	E~S	ATK	Star	With all the power of the universe ... Galaxy Kick!
	Twilight Bomber	Minotaur	E~SS	ATK	—	A muscly double-team move!
	Twilight Bomber+	Porkmeister	E~SS	ATK	—	A massive double lariat with Porkmeister!
	With A Sea Angel!	Sea Angel	E~A	INT	Star	Rumor has it they're surprisingly squishy.
	X-Slash	Living Armor	E~A	ATK	—	A 3-way combination of human, upper and lower body!

Charts

Tower Skills

Finally, Tower Skills occupy a strange middle ground between spells and unique Special Skills. They're fully transferable between humanoid characters via apprenticeship or Reincarnation, once you learn them, but you can easily go through the entire game without knowing they exist. The first available Tower Skill, Tower Move, is unlocked when a character participates in enough successful tower attacks. From there, using Tower Skills and tower attacks gradually unlocks the rest of the Tower Skills. There isn't much in the way of math behind it; just keep using towers and you'll get all of these eventually.

The "Required Units" column indicates the number of characters that must be participating in a tower before the Tower Skill can be used. Adding more characters beyond that point adds to the Skill's range or damage.

Image	NAME	SP COST	stat	power	DESCRIPTION
	Tower Break	20	ATK	E	Let the tower fall as an attack.
	Tower Dunk	50	ATK	A	Throw it down, big man ...
	Tower Fall	8	ATK	C	Slam and next!
	Tower Hamster	20	ATK	B	Make 'em run the wheel.
	Tower Lift	4	–	–	Lift while still being a tower.
	Tower Move	4	–	–	Move while still being a tower.
	TowerThrow	4	–	–	Throw while still being a tower.

Charts

Evilities

A character's Evility determines a lot about how you play him or her. It's one of the most powerful assets a character has, and there are numerous ways in which to combine them to your advantage.

Evilities do not have to be specifically invoked to be effective. Several require proximity for them to take effect, but many others are immediately in operation the moment that their user takes the field. They're all passive effects, but are no less powerful for it.

This section is intended to provide a handy at-a-glance resource for all the Evilities in Disgaea D2.

Evility	SOURCE	EFFECT
The Evility's name	The character where the Evility is originally found. Each Evility is unique to a particular character or job	The in-game description of the Evility's effect. For specific Evility discussion, consult the relevant character's page in the Characters section.

This section is split up into two parts. The first is for your playable characters and the Evilities you have access to over the course of the game. The second deals with the Evilities of non-playable characters such as bosses.

Evility	SOURCE	EFFECT
Absorption	Valvatorez	Absorb 20% of defeated units' stats.
Acceleration Shot	Archer	Increase Attack Power by 5% per panel between unit and target.
Advance Guard	Armor Knight	Decrease damage taken by 80% when defending.
Advanced Healing	Cleric	When healing, heal target an additional 25% of their max HP.
Air Charge	Evil Dragon	Increase stats by 5% every time a unit on map uses a wind skill.
All Range +	Petta	Increase attack and magic range of adjacent ally units by 2.
Angel Glitter	Artina	Increase stats of adjacent male ally units by 30%.
Angel Group	Female Angel	Increase Defense Power of adjacent units by 100% if allies fill all adjacent panels.
Angel Leadership	Male Angel	Increase Attack Power of adjacent units by 100% if allies fill all adjacent panels.
Angel Love	Female Angel	Decrease damage taken by other units by 20% from adjacent enemy units.
Angel Majesty	Male Angel	Decrease Defense Power of adjacent enemy units by 20%.
Angel Protection	Female Angel	Increase Defense Power of adjacent ally units by 50%.
Angel Song	Male Angel	Increase Attack Power of adjacent ally units by 25%.
Assist	Gunner	Register attack to give subsequent ally units 100% accuracy.
Astral Body	Spirit	As long as SP remains, HP damage taken will be inflicted to SP.
Attack Weakness	Magic Knight	Increase damage dealt by 100% when exploiting target's negative element.
Aqua Depression	Shark Dragon	Decrease water element stat of enemy units on map by 15%.
Artifact Collector	Rainier	Increase stats of ally units by 5% per treasure chest on map.
Assault Attack	Valkyrie	Increase Attack Power by panels moved x 5%. (Within turn.)
Bad Trip	Lantern	50% chance to inflict status ailment when attacking.
Boar Charge	Minotaur	Increase Attack Power by 50%, but decrease Accuracy by 30%.
Bomb Conversion	Prinny	Deals damage with a range of 1 equal to 100% of remaining HP.
Book of Magic	Priest	Magic range and area are based on weapon mastery when book is equipped.
Book of Medicine	Cleric	Attacks based on RES when book is equipped.
Blazing Start	Masked Hero	Increase movement by 3 when leaving the Base Panel.
Bushido	Lady Samurai	Increase Attack Power by 50% when attacking enemy units from the front.
Calm Waters	Lady Samurai	Increase Attack Power by 50% when making single target attacks.
Cat on the Brink	Nekomata	After attacking, if HP is under 25%, 50% chance to attack again.
Cold Charge	Shark Dragon	Increase stats by 5% every time a unit on map uses a water skill.
Combo Attack	Fight Mistress	Increase continuous attack rate of fist weapons by 25%.
Combat High	Living Armor	Increase Attack Power by enemy units defeated by ally units x 10%. (Max 200%.)
Concentration	Emizel	Damage dealt increased by 50% for single target elemental magic attacks.
Cooperativeness	Valkyrie	Increase stats by 3% per ally unit on map.
Corpse Cannibal	Zombie	Recover HP and SP by units defeated x 10% when defeating units.
Corpse Heal	Cleric	Increase recovery by adjacent units x50%.
Corrupting Body	Sludge	Decrease non-elemental damage taken by 30%. Inflict deprave.
Counter Dodge	Fight Mistress	Will evade all counter attacks.
Cross Bomber	Prinny	Deals damage in straight lines of 5 panels equal to 50% of remaining HP.
Crisis Energy	Golem	When HP is under 25%, increase Attack Power by 100%.
Cursed Dance	Sorcerer	Decrease stats of enemy units on map by 5%.
Cute Aura	Slumber Cat	Decrease damage taken from female units by 50%.
Dangerous Revival	Pure Flonne	When healed, stats increased by percentage of HP healed.
Dark Blood	Beast Master	Increase stats by 5% per monster unit on map.
Dark Breeder	Beast Master	Improve likability with ally monster units 2 times faster.
Dark Tamer	Beast Master	Increase stats of adjacent ally monster units by 20%.
Dead or Alive	Minotaur	Critical Rate becomes 100% for unit and units attacking it.
Defender	Armor Knight	When defending, protect ally units regardless of distance.
Defensive Stance	Armor Knight	Always defends when attacked from the front or side.
Detox Aroma	Alraune	For each unit within 2 panels at end of turn, recover 15% HP and cure ailments.
Double Counter	Fight Mistress	Will attack twice with each counter attack.
Duelist	Lady Samurai	Increase Attack Power by 100% when attacking if target job class is unique on map.
Element Force	Magic Knight	Reflect element value onto elemental attacks.
Enemy on the Brink	Nekomata	After attacking, if target is under 10% HP, attack again.
Explosive Body	Prinny	Deals damage with a range of 2 equal to 50% of remaining HP.
Extra Move	Valkyrie	After defeating enemy unit, can move again.
Fabricated Setting	Garungun	When HP is under 25%, heal and increase stats by 30%. (Lasts three turns.)
Fighting Spirit	Nekomata	After attacking, if target is higher level, 50% chance to attack again.
Finger of Luck	Thief	Increase the Item Rank by 3 when defeating treasure chests.
Fire Dominance	Ifrit	All fire element damage will be nullified.
Flame Charge	Ifrit	Increase stats by 5% every time a unit on map uses a fire skill.
Flame Haze	Ninja	Increase evasion rate by 50% when attacked by multiple-panel specials.
Flames of Revenge	Living Armor	Increase Attack Power by ally units defeated x 20%.
Fly Swatter	Archer	Increase Attack Power by 100% when attacking flying units.
Forced Counter	Martial Artist	When attacking, forces enemy to counter attack. (Max 20 times.)
Fortitude	Warrior	Always have at least 1 HP after receiving an attack with max HP.
Fortune Song	Sea Angel	Increase Mana earned by ally units on map by 20%.
Full of Miasma	Mothman	Enemy units are 30% more likely to be afflicted with status ailments.
Fury	Martial Artist	Increase Attack Power by # of counter attacks x 25%. (Within turn.)
Gel Body	Sludge	Decrease non-elemental damage taken by 75%.
Geo Damage	Onmyo Monk	Increase damage dealt by Geo Effects and Geo Chains by 100%.
Geo Protect	Onmyo Monk	Damage to ally units from Geo Effects and Geo Chains will be nullified.
Geo Resist	Onmyo Monk	Damage from Geo Effects and Geo Chains will be nullified.
Generate Pain	Spirit	50% of damage taken recovers SP.
Gloomy Dance	Sorcerer	Status ailment spells are 20% more effective against enemy units.
Gold Finger	Thief	Increase HL earned by 100% when defeating enemy units.
Great Wall	Minotaur	Increase Defense Power by 50%, but all attacks will hit.
Happy Song	Sea Angel	Increase EXP earned by ally units on map by 10%.
Heart of a Flea	Masked Hero	Increase movement by 5, but any attack will deathblow this unit.
Heart of Affection	Flonne	Increase stats by 10% when using healing magic to heal units to max HP.
Heat Depression	Ifrit	Decrease fire element stat of enemy units on map by 15%.
Home Security	Gargoyle	When within 5 panels of Base Panel, increase stats by 20%.
Last Majin, The	Etna (after True Ending)	Increase stats by 100% if all ally units on map are Prinnies.
Lengthen Ailment	Mothman	Status ailments will last 3 turns longer on enemy units.
Light Protection	Priest	When healing, increase DEF and RES of target by 20%. (Lasts three turns.)
Light Salvation	Priest	When healing, heals self, too.
Lights of Life	Witch	When remaining SP is insufficient, use HP for special skills instead.
Li'l Sis Aura	Sicily	Elemental damage taken is decreased by 75%.
Lovely Song	Sea Angel	Increase stats of ally units on map by 5%.
Loyalty	Porkmeister	Increase stats by 30% if there is an Overlord on map.
Magic Bundle	Magician	Special skill power increased by 30%, but 50% more SP used.
Magic Creation	Witch	Recover 10% SP at end of turn.
Magic Moderation	Witch	50% less SP used for special skills.
Marking	Gunner	Register attack to increase Attack Power of subsequent ally units by 20%.
Mind Break	Spirit	Inflict 25% of damage dealt to SP as well.
Mind Reaper	Death	Deathblow units under 50% SP.
Mirage	Ninja	Increase evasion rate by 50% when attacked from an adjacent panel.
Misty Haze	Ninja	Increase evasion rate by 50% when attacked from the front.
Near Death Reaper	Death	When under 25% HP, unit's attacks have a 50% chance to deathblow.
Never Give Up	Asagi	During a Combo, will perform another attack. (Up to three times.)
No-miss Counter	Martial Artist	Counter attacks will never miss.
Obvious Tendency	Axel	Increase stats by 5% per female unit on map.
Ominous Dance	Sorcerer	Decrease evasion rate of enemy units by 20%.
Over Limit	Magician	Special skill power increased by 40%, but SP drains by 10% each turn.
Overlord's Dignity	Laharl	Increase stats by 10% per unit defeated.
Overlord's Pride	Lady Laharl	Increase stats by 25% per higher-level unit defeated.
Passiveness	Barbara	Increases Attack Power and Defense Power by 50% and always counter attack when defending.
Patience	Living Armor	Increases Attack Power by 10% each time unit is hit. (Max 200%.)
Piercing Shot	Rifle Demon	When attacking, deal damage to units between self and target.
Poison Accelerator	Mothman	Increase poison damage dealt to enemy units on map by 50%.
Poisonous Body	Sludge	Decrease non-elemental damage taken by 50%. Inflict poison.
Power Shot	Rifle Demon	Increase attack by 75%.
Predation	Zombie	When dealing damage with attacks, recover 10% HP.
Punishment	Succubus	Inflict 25% of damage taken from enemy male unit to attacker.
Rapid Movement	Masked Hero	Increase evasion rate by panels moved x 2%.
Registry Reverse	Lantern	Reverse + and – element values of adjacent units.
Reversal Power	Golem	When HP decreases by 10%, increase Attack Power by 5%.
Reverse Ailment	Lantern	Reverse the effects and damage from status ailments.
Sadistic	Etna	If target has full health, damage dealt increased by 50%.
Scatter Shot	Rifle Demon	When attacking, deal damage to units adjacent to target.
Second Attack	Gunner	Increase Attack Power by 50% when performing Combos or Team Attacks.
Sexy Aura	Succubus	Decrease stats of adjacent enemy male units by 20%.
Shaking Excitement	Warrior	Increase stats by 3% per enemy unit on map.
Shame	Succubus	Increase stats by 5% per male unit on map.
Shielding Aroma	Alraune	Increase DEF and RES of ally units within 2 panels by 30%. (Lasts three turns.)
Shut-in Officer	Grosso	As long as unit doesn't move, increase stats of adjacent units by 30%.
Sorcery Depletion	Magician	When SP is under 50%, special skill power increased by 50%.
Soul Eater	Zombie	When dealing damage with attacks, recover 10% SP.
Soul Reaper	Death	Deathblow units under 25% HP.
Sniping	Archer	Increase Attack Power and Magic range by 2.
Softening Aura	Slumber Cat	Decrease damage taken from monster units by 50%.
Spirit Protection	Magic Knight	Increase element stats of ally units on map by 20%.
Stone Statue	Gargoyle	As long as unit doesn't move, increase Defense Power by 100%.
Sweet Aroma	Alraune	For each unit within 2 panels at end of turn, recover 25% HP.
Tense Crisis	Golem	When HP is under 50%, increase Attack Power by 75%.
Treasure Sensor	Thief	A treasure chest will always appear when defeating enemy units.
Turbo Boost	Gargoyle	If unit doesn't move, multiply movement 2 times on next turn.
Tyrant's Slave	Fenrich	Increase stats by 100% when adjacent to Valvatorez.
Vocal Mind Control	Lanzarote	Increase ally stats by 4%, decrease enemy stats by 4%.
Water Dominance	Shark Dragon	All water element damage will be nullified.
Weakening Aura	Slumber Cat	Decrease damage taken from humanoid units by 50%.
Wild Cry	Warrior	Increase stats by 15% per enemy unit within 2 panels.
Wind Depression	Evil Dragon	Decrease wind element stat of enemy units on map by 15%.
Wind Dominance	Evil Dragon	All wind element damage will be nullified.

NON-PLAYER Evility	SOURCE	EFFECT
Artifact, The	Xenolith	Deals damage equal to 20% of max HP to attackers of this unit.
Artifact Gone Wild	Xenolith (Final)	For all units within 10 panels, absorb stats by 3% per panel moved closer.
Final Boss Barrier	Darkdeath Evilman	Damage taken decreased by 100%, but every hit decreases effect by 10%.
Heavy Stance	Pringer Z	Cannot be lifted.
Limitless Love	Virunga	Increase stats of ally angels by 50%.
Pringer Protection	Pringer X	Damage from the first attack of every turn is nullified.
T.O. Analysis	Tyrant Overlord Baal	Take 0 damage from skills previously taken. Increase Attack Power by 0.05%.
T.O. Despair	Tyrant Overlord Baal	Destroy the Base Panel at end of turn.
T.O. Disaster	Tyrant Overlord Baal	Deal damage to enemy units at end of turn.
T.O. Force	Tyrant Overlord Baal	Attack units dispatched from the Base Panel.
T.O. Illusion	Tyrant Overlord Baal	50% chance to evade all attacks.
T.O. Legion	Tyrant Overlord Baal	Create ally units at end of turn.
T.O. Pandemic	Tyrant Overlord Baal	Inflict enemy units with status ailments at end of turn.

Charts

Innocents

Any item that you get anywhere besides the Rosen Queen Trading Company is guaranteed to contain at least one randomly generated Innocent. This is why items you find in the field will often have slightly different stats from one another. Innocents have no particular restrictions that link them to one item over another, so it's entirely possible to find them inside the "wrong" equipment, such as Monster Hunters showing up inside humanoid weaponry.

If you then explore the item via the Item World, these Innocents can be found as neutral mobs and then"subdued" by defeating them. You can then move them to other items in your inventory via the Innocent Warehouse, which you access by speaking with Minato in Laharl's Castle. The exceptions are unique Innocents, which are found within the rarest pieces of equipment, and which cannot be subdued or moved from their preferred items.

Note

A subdued Innocent has twice the level of a free one, and thus provides twice the benefit to the user of the item in which it's being held.

Legend

Innocent: The Innocent's name.

Quality: The Innocent's level of rarity. Common Innocents can be found on any random piece of equipment, while unique Innocents are found only on specific items and cannot be removed from them. The one rare Innocent in the game, Heart's Shadow, appears only as a random spawn when you're in the Item World on the Innocent Route and will never show up inside acquired items and equipment.

Cap: The maximum number of this Innocent that can be made to fit inside a single slot in an item. You can combine Innocents of the same type together in the Innocent Warehouse or inside an item by pushing Select, although if a subdued Innocent is combined with a loose one, the result will always be an unsubdued Innocent.

The cap on the slot, in many cases, also represents the maximum benefit provided by a single type of Innocent to a single character at once. You can cram just under 16,000 Dieticians into a single piece of gear if you like, but at most you'll get 9,999 bonus HP out of the deal.

Effect: This is the effect on the stats or performance of a character who equips an item that contains the Innocent.

Innocents

innocent	quality	cap	effect
Aeronaut	Common	50	Increases user's Wind resistance by 1% per level of Innocent.
Alchemist	Common	100	Chance to inflict Poison status on attack is equal to level of Innocent.
All Digger	Unique	1	The user inflicts Paralysis status when attacking an opponent from behind.
Amnesiac	Common	100	Chance to inflict Confused status on attack is equal to level of Innocent.
Beggar	Unique	1	Enemies in adjacent panels receive a 20% penalty to their stats.
Berry Picker	Unique	1	The chance the user will participate in a Team-Up Attack goes up to 100%.
Book Worm	Common	500	When the user equips a Book, they receive 1% more of the item's stats per level of the Innocent.
Broker	Common	300	Defeated enemies drop 1% more HL per level of Innocent.
Cane Man	Common	500	When the user equips a Staff, they receive 1% more of the item's stats per level of the Innocent.
Coach	Common	9999	Adds bonus points to an item's RES.
Coffee Maker	Common	100	Chance of immunity to Sleep status is equal to level of Innocent.
Cryophile	Common	50	Increases user's Ice resistance by 1% per level of Innocent.
Deadeye	Common	500	When the user equips a Gun, they receive 1% more of the item's stats per level of the Innocent.
Dietician	Common	9999	Adds bonus points to an item's HP.
Eraser	Unique	1	The user has a 50% chance to inflict a Deathblow on a target that's below 25% HP, instantly killing it.
Eros	Common	500	When the user equips a Bow, they receive 1% more of the item's stats per level of the Innocent.
Fencer	Common	500	When the user equips a Sword, they receive 1% more of the item's stats per level of the Innocent.
Firefighter	Common	50	Increases user's Fire resistance by 1% per level of Innocent.
Fist Fighter	Common	500	When the user equips a Fist, they receive 1% more of the item's stats per level of the Innocent.
Fold Shop	Unique	1	The user doesn't move from square to square anymore, but simply teleports to his or her destination, bypassing all obstacles.
Gangster	Common	100	Chance to inflict Depraved status on attack is equal to level of Innocent.
Gladiator	Common	9999	Adds bonus points to an item's ATK.
Glutton	Unique	1	The user is healed by normal attacks.
Guardian	Common	500	When the user equips a Fist, they receive 1% more of the item's stats per level of the Innocent.
Hard Worker	Common	9999	Adds bonus points to an item's ATK and INT.
Heart's Shadow	Rare	1	The user receives a 1% bonus to all stats for every character in your roster that is at zero Likability with him or her.
Hand Shaker	Unique	1	The user never misses an attack.
High Spiriter	Unique	1	The user can attack another unit to cure that unit's status ailments.
Hypnotist	Common	100	Chance to inflict Sleep status on attack is equal to level of Innocent.
Joke Slapper	Unique	1	The user inflicts Confusion status when attacking an opponent from behind.
Killer	Unique	1	The user has a 50% chance to inflict a Deathblow on a target that's below 25% SP, instantly killing it.
Kinder Gardener	Unique	1	The user takes 25% less damage from all attacks.
Lancer	Common	500	When the user equips a Spear, they receive 1% more of the item's stats per level of the Innocent.
Lumberjack	Common	500	When the user equips an Axe, they receive 1% more of the item's stats per level of the Innocent.
Manager	Common	300	Defeated enemies are worth 1% more Mana per level of Innocent.
Mana Robber	Unique	1	A target struck by the user's normal attack is worth 10% more Mana.
Marksman	Common	9999	Adds bonus points to an item's HIT.
Master	Common	9999	Adds bonus points to an item's SP.
Medicine Man	Common	100	Chance of immunity to Paralysis status is equal to level of Innocent.
Mode Changer	Unique	1	The user takes 0 damage from attacks on odd-numbered turns and 0 damage from magic on even-numbered turns.
Monster Hunter	Common	500	When the user equips a Monster Weapon or Emblem, they receive 1% more of the item's stats per level of the Innocent.
Motivator	Unique	1	The user takes 40% less damage from magic.
Muscleman	Common	9999	Adds bonus points to an item's ATK and HP.
Nerd	Common	9999	Adds bonus points to an item's INT and SP.
Physician	Common	9999	Adds bonus points to an item's SPD.
Partier	Unique	1	Geo Chains and Geo Panels that inflict damage heal the user instead.
Patient	Common	9999	Adds bonus points to an item's DEF and RES.
Pharmacist	Common	100	Chance of immunity to Poison status is equal to level of Innocent.
Professional	Common	100	Adds to the user's Critical stat.
Psychologist	Common	100	Chance of immunity to Confused status is equal to level of Innocent.
Pugilist	Common	9999	Adds bonus points to an item's ATK and HIT.
Rubber	Unique	1	When the user uses a normal attack, he or she attacks twice.
Secret Trainer	Unique	1	The user receives 10% more stats per level while the Innocent's item is equipped.
Sensationalist	Unique	1	The user inflicts Depraved status when attacking an opponent from behind.
Sentry	Common	9999	Adds bonus points to an item's DEF.
Sniper	Common	9999	Adds bonus points to an item's HIT and SPD.
Social Worker	Common	9999	Chance of immunity to Depraved status is equal to level of Innocent.
Sparring Partner	Common	9999	User receives 1% more Weapon Mastery experience per level of Innocent.
Sprinter	Common	9999	Adds bonus points to an item's ATK and SPD.
Statistician	Common	9999	Defeated enemies are worth 1% more EXP per level of Innocent.
Sun Bather	Unique	1	The user inflicts Sleep status when attacking an opponent from behind.
Sweet Tempter	Unique	1	The user recovers 50% HP at the end of his or her faction's turn.
Town Crier	Unique	1	The user's Counter stat goes up by 5.
Trainer	Common	300	User receives 1% more Special Skill experience per level of Innocent.
Trash Talker	Unique	1	The user inflicts Poison status when attacking an opponent from behind.
Tutor	Common	9999	Adds bonus points to an item's INT.
Witch Doctor	Common	100	Chance to inflict Paralysis status on attack is equal to level of Innocent.
Wuss	Unique	1	The user takes 40% less damage from physical attacks.

Unique Innocents

Unique Innocent	effect	item
All Digger	The user inflicts Paralysis status when attacking an opponent from behind.	Shovel
Beggar	Enemies in adjacent panels receive a 20% penalty to their stats.	Mushroom Charm
Berry Picker	The chance the user will participate in a Team-Up Attack goes up to 100%.	Flower Wreath
Chalkboard Scraper	Attacks against the user are 25% less accurate.	Guitar
Eraser	The user has a 50% chance to inflict a Deathblow on a target that's below 25% HP, instantly killing it.	Bunny Diary
Fold Shop	The user doesn't move from square to square anymore, but simply teleports to his or her destination, bypassing all obstacles. This allows the user to retain the effect of movement-based bonuses and Evilities.	Super Time Engine
Glutton	The user is healed by normal attacks.	Natural Sardine
Hand Shaker	The user never misses an attack.	Broken Cellphone
High Spiriter	The user can attack another unit to cure that unit's status ailments.	Megaphone
Joke Slapper	The user inflicts Confusion status when attacking an opponent from behind.	Paper Fan
Killer	The user has a 50% chance to inflict a Deathblow on a target that's below 25% SP, instantly killing it.	Death Sickle
Kinder Gardener	The user takes 25% less damage from all attacks.	Tambourine
Mana Robber	A target struck by the user's normal attack is worth 10% more Mana.	Brush
Mode Changer	The user takes 0 damage from attacks on odd-numbered turns and 0 damage from magic on even-numbered turns.	Cosplay Cat Ears
Motivator	The user takes 40% less damage from magic.	Umbrella
Partier	Geo Chains and Geo Panels that inflict damage heal the user instead.	Pizza Shield
Rubber	When the user uses a normal attack, he or she attacks twice.	Broom
Secret Trainer	The user receives 10% more stats per level while the Innocent's item is equipped.	Rising Flag
Sensationalist	The user inflicts Depraved status when attacking an opponent from behind.	Green Onion
Sun Bather	The user inflicts Sleep status when attacking an opponent from behind.	Sunflower
Sweet Tempter	The user recovers 50% HP at the end of his or her faction's turn.	Lollipop
Town Crier	The user's Counter stat goes up by 5.	Tennis Racket
Trash Talker	The user inflicts Poison status when attacking an opponent from behind.	Mic
Wuss	The user takes 40% less damage from physical attacks.	Sign

The Badass The Netherworld Deserves

Your first fifty hours or so with Disgaea D2 will be spent bombing around the Netherworld with Laharl and the crew, causing problems, getting in fights, pummeling concertgoers, and possibly saving the entire dimension from an apocalyptic doom—you know, if you get around to it.

The following is a walkthrough to teach you how to most efficiently get through the various tactical challenges presented by the main campaign. This guide was written with a mostly humanoid army, the better to deal with several stages' gimmicks that involve tower-throws and other human-only endeavors, and with a heavy bias toward melee combatants. We have not seen many situations that could not be resolved with a high-level Axe introduced repeatedly to demon faces.

One of the interesting things about D2, however, is that none of the character or monster classes available to you are actually bad. Every player will end up with a slightly different army, and figuring out your individual preferences and style will be a big part of how you spend your time with the game. We're making suggestions, but the implementation is up to you, and you shouldn't consider any of the strategies listed here to be the gospel truth.

Difficulty Curve

D2's main campaign is built around the assumption that you're spending some time between missions grinding levels, leveling up your equipment, buying new gear from Rosen Queen, and making sure your back-line support characters are around the same level as your front-line wrecking crew. This is not a game with a perfect leveling curve, and if your personal style is to burn through a game as quickly as possible without stopping, Disgaea D2 is your Kryptonite.

As a rule, at the start of every new Episode, take some time to acquire new weapons and armor, level up new characters, let your healers and support classes catch up with the rest of the team, and go into the Item World to enhance your equipment. Gear is very important in this game, arguably more than levels are, and there are several occasions where you simply won't be able to progress unless you've got at least a few characters who can soak up an appalling level of punishment. This game is how you learn to stop worrying and love the grind.

Naturally, we'll be including suggestions throughout the guide for good grinding spots, where you can painlessly earn a level or two before progressing. Listen to us when we do. Seriously.

Legend: Enemy Units

Here's how to read the data presented on each story map's page.

Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Ghost	1	1	Generate Pain	-	-	Dimension Eater X, Fire	-
Mothman	1	2	Poison Accelerator	-	-	Moth Tornado	-

Class: The listed class of the enemy unit. For unique units, this will simply be their name. (Common enemy units have names as well, but they're randomly generated on each visit to the level.)

Lv: The level of the enemy unit(s).

QTY: The number of this specific kind of enemy unit present on the map.

Evility: The enemy unit's Evility. Unique Evilities' effects will be written here; for common Evilities.

Weapon: What, if any, weapon the unit is using.

Armor: What, if any, armor and accessories the unit has equipped.

Skills: The unit's available skills.

Note: If there's anything else we think you'd probably want to know about this thing, such as likes, dislikes, or tactical information, we'll list it here.

Legend: Geo Symbols

Geo Symbol	Geo Effect	Destroy	Note
Null	Enemy Weaken -50%	Clear	-
Green	Enemy Boost +50%	Green Change	-
Red	EXP +50%	Red Change	-

Geo Symbol: The color of the relevant Geo Symbol.

Geo Effect: What effect this Geo Symbol conveys to the color of Geo Panels it's resting upon.

Destroy: What happens to the Geo Panels this Geo Symbol is affecting if this Symbol is destroyed.

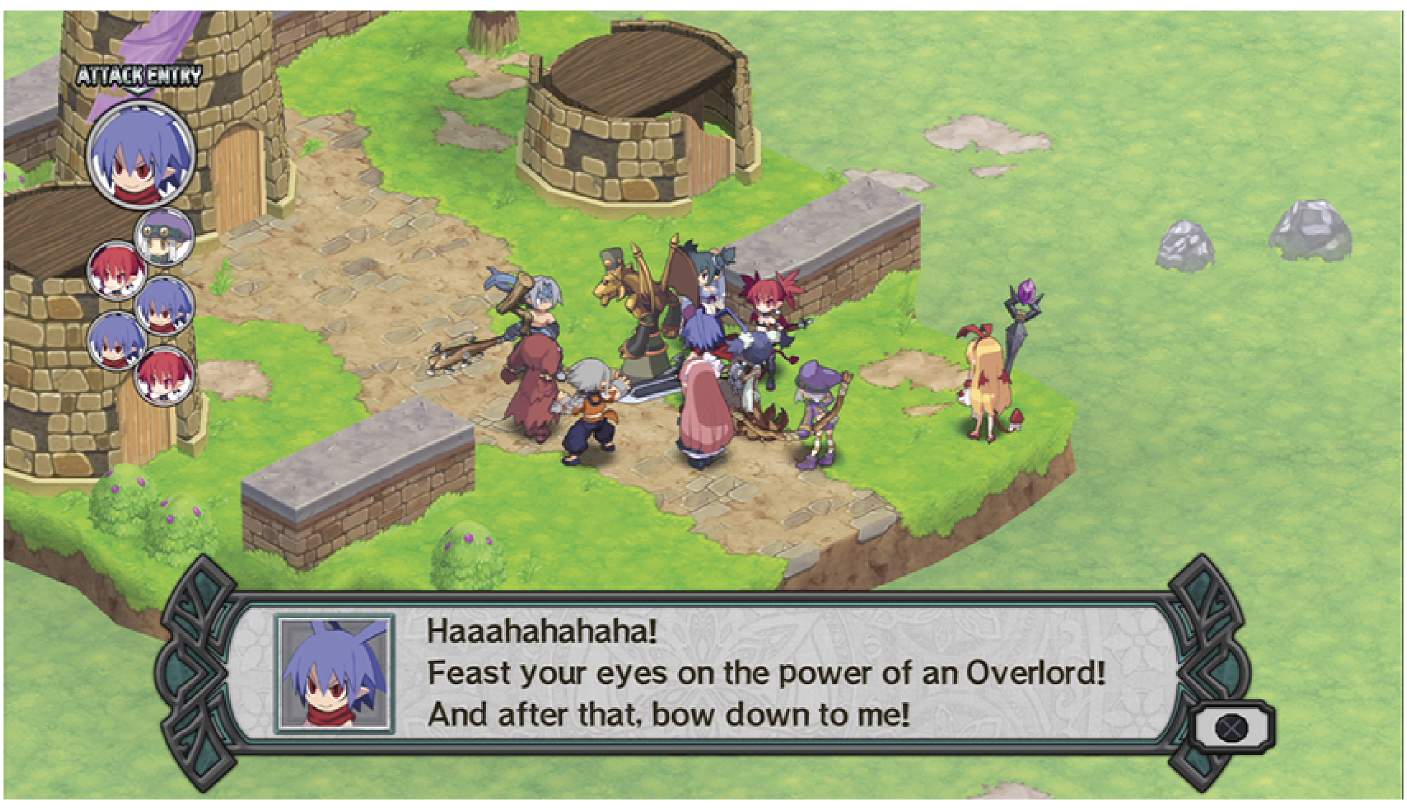
Note: Some Geo Symbols have unique quirks, like being mobile or having a keen appreciation for French new wave cinema. If so, they're listed here.

Map Events

Almost every stage in Disgaea D2's story campaign has a couple of hidden conversations. These Map Events are typically focused around the relationship between Laharl, Etna, Flonne, Sicily, and/or various named NPCs, and if you don't know they're there, you could miss them completely. We'll be listing them on each map. Be sure to check them out.

For a Map Event to take place, the characters involved must have been deployed and must be unoccupied at the listed times. If they're part of a tower, that will prevent a map event from taking place.

Finding 100 Map Events grants you the Battle of Words Trophy.



Haaahahahaha!
Feast your eyes on the power of an Overlord!
And after that, bow down to me!

Episode 1: The Qualities of An Overlord

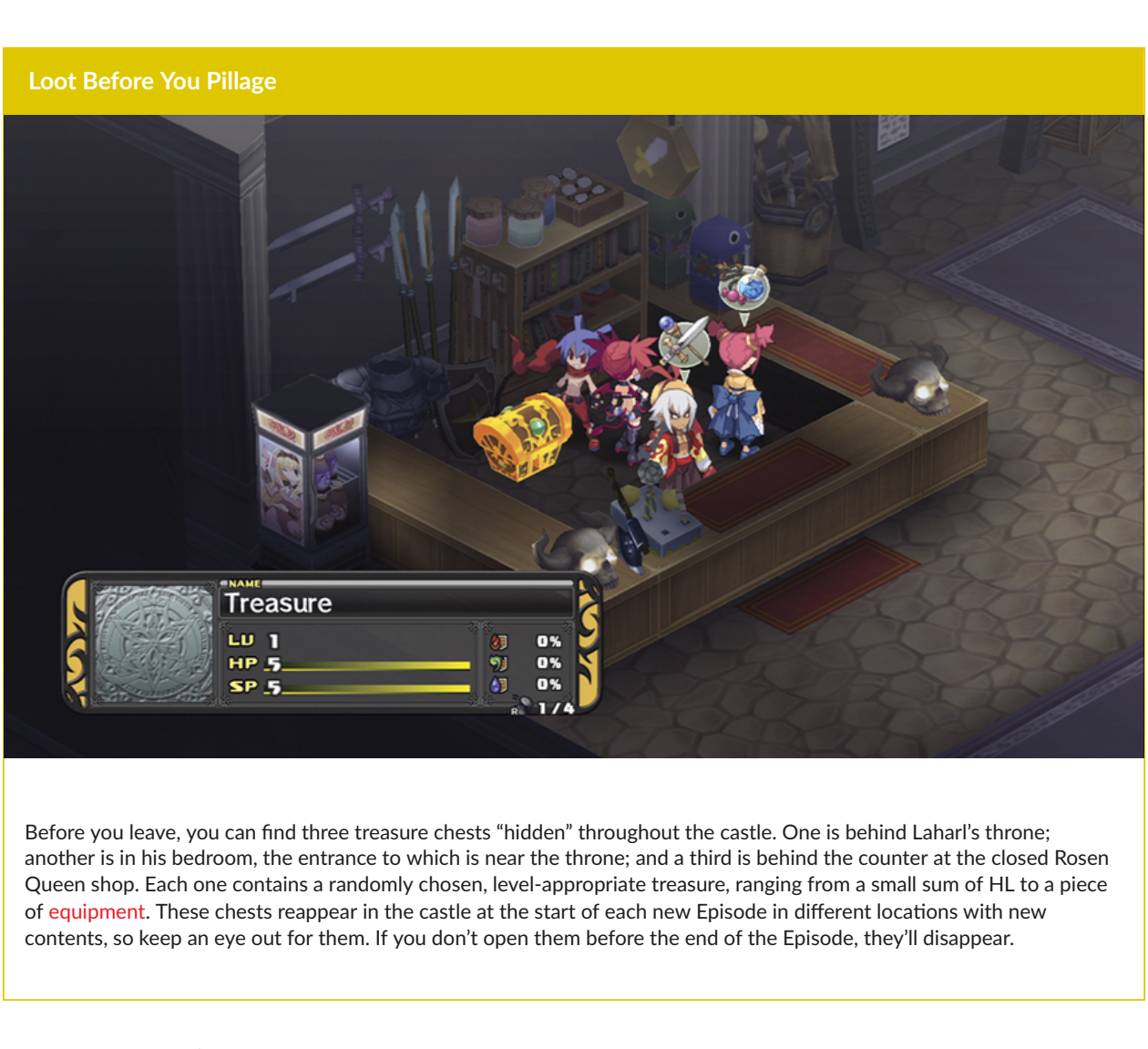
Welcome back to Laharl's Castle. Etna's recently gone on some kind of renovating frenzy, which is probably the excuse she used to cover up an explosives mishap, so not much is currently available for you to do.

Of the many features of the castle, the only one that's open for business is the Cheat Shop, found outside in the wreckage of what was once Flonne's garden. The Priest who mans the Shop is standing right next to the castle door, although you have to rotate the camera a bit to realize he's there.

The Cheat Shop, lets you subtract a set number of percentage points from your EXP, HL, weapon levels, skill experience, or Mana intake in order to add some points elsewhere. Currently, your minimum in any of those five categories at the Cheat Shop is 90% and your maximum is 105%.

Your army presently consists of Laharl, Etna, Flonne, and two randomly generated Prinnies, complete with Amulets and the lowest-quality weapons available.

Loot Before You Pillage

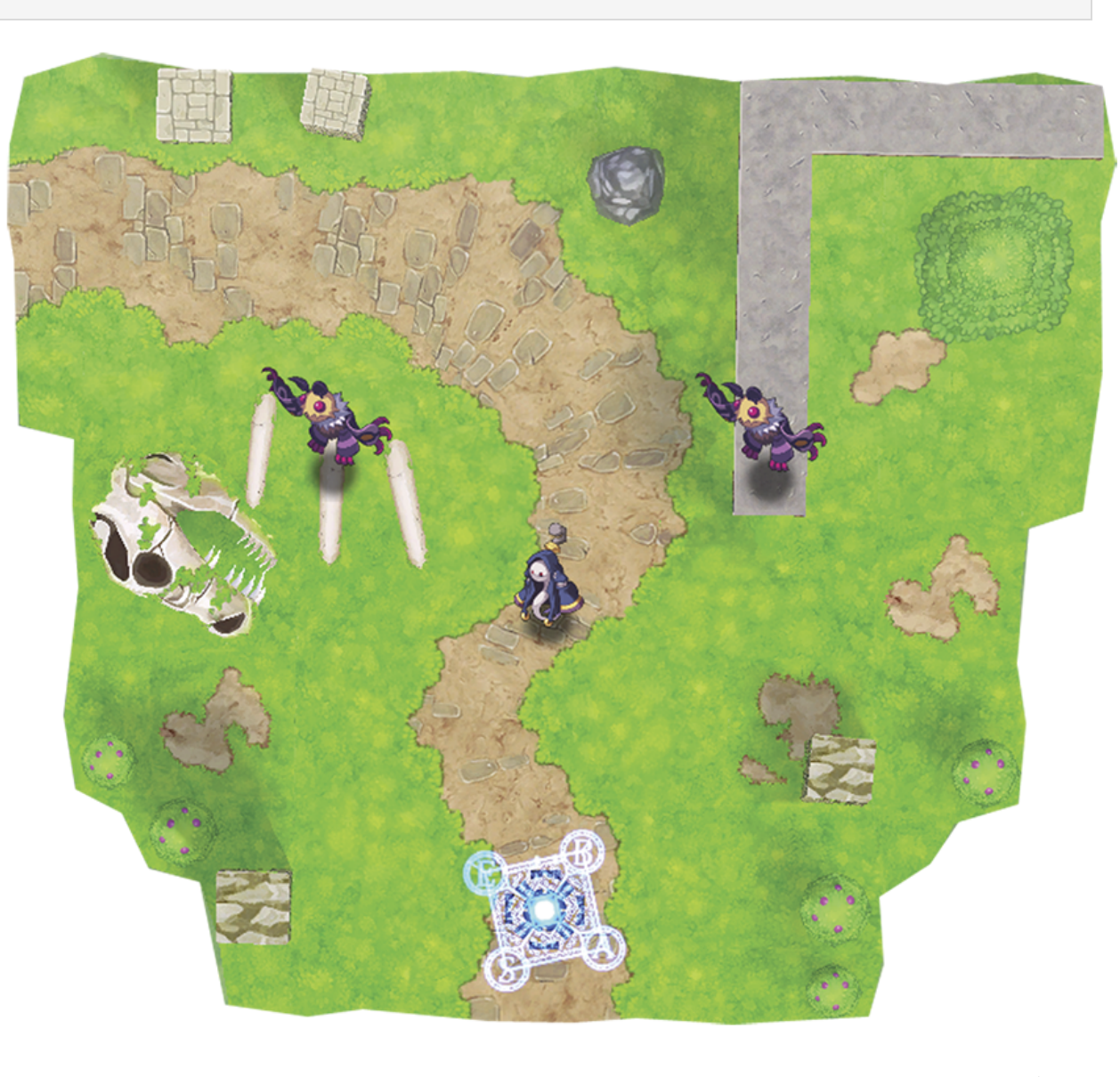


Before you leave, you can find three treasure chests "hidden" throughout the castle. One is behind Laharl's throne; another is in his bedroom, the entrance to which is near the throne; and a third is behind the counter at the closed Rosen Queen shop. Each one contains a randomly chosen, level-appropriate treasure, ranging from a small sum of HL to a piece of equipment. These chests reappear in the castle at the start of each new Episode in different locations with new contents, so keep an eye out for them. If you don't open them before the end of the Episode, they'll disappear.

To leave the Overlord's Castle, talk to Meaver the Archer standing in the open gate near the Netherworld Hospital. Meaver is your Dimension Guide, and there's no way to leave home without talking to her.

Battle Basics 1

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Ghost	1	1	Generate Pain	-	-	Dimension Eater X, Fire
Mothman	1	2	Poison Accelerator	-	-	Moth Tornado



Welcome to a basic tutorial map. Even at level 1, Laharl or Etna can probably drop the enemies here in one shot, and it's unlikely that they'll take a single point of damage in so doing.

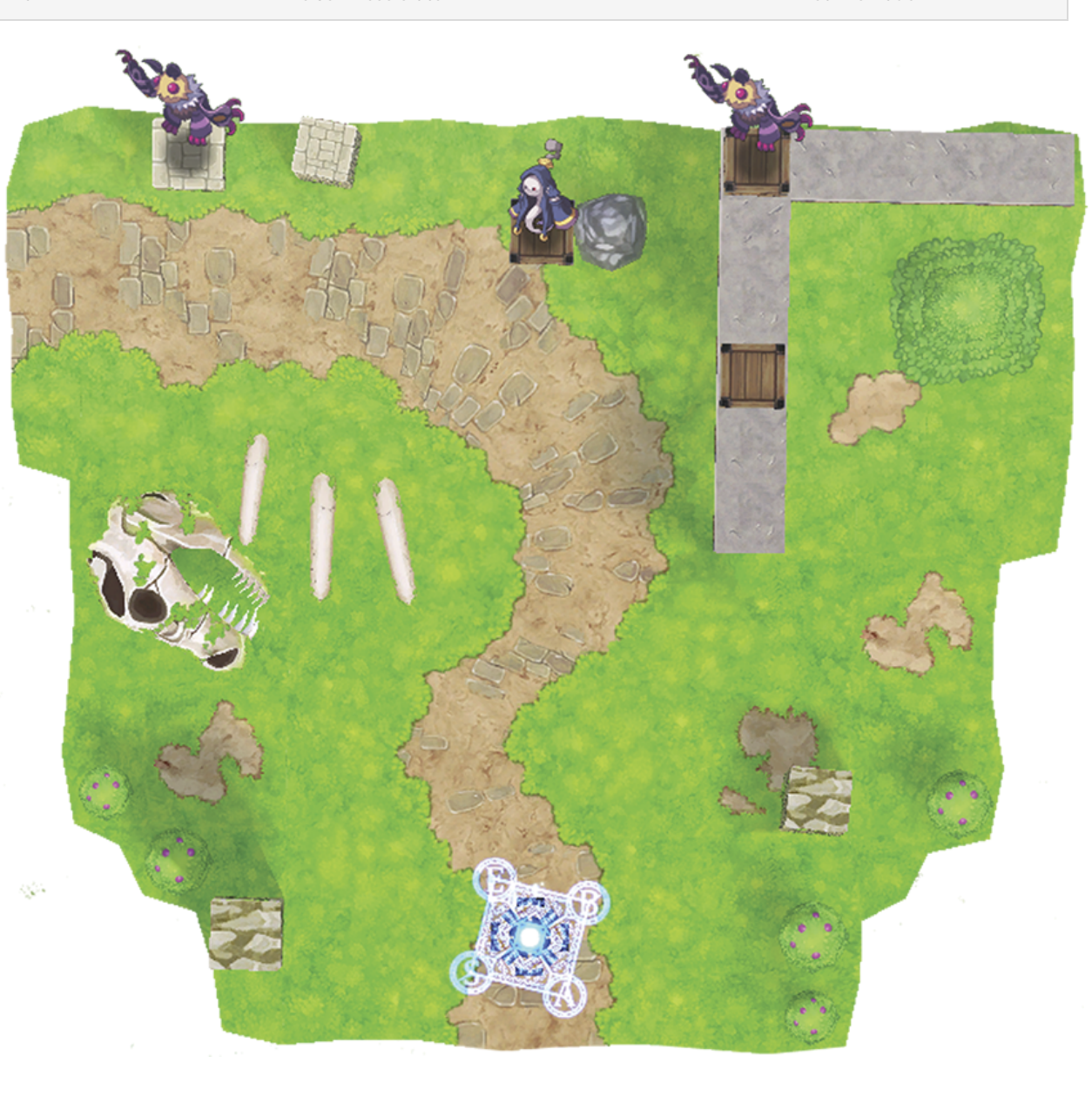
After you clear this map, the Netherworld Hospital and Rosen Queen Trading Company both open back at Laharl's Castle.

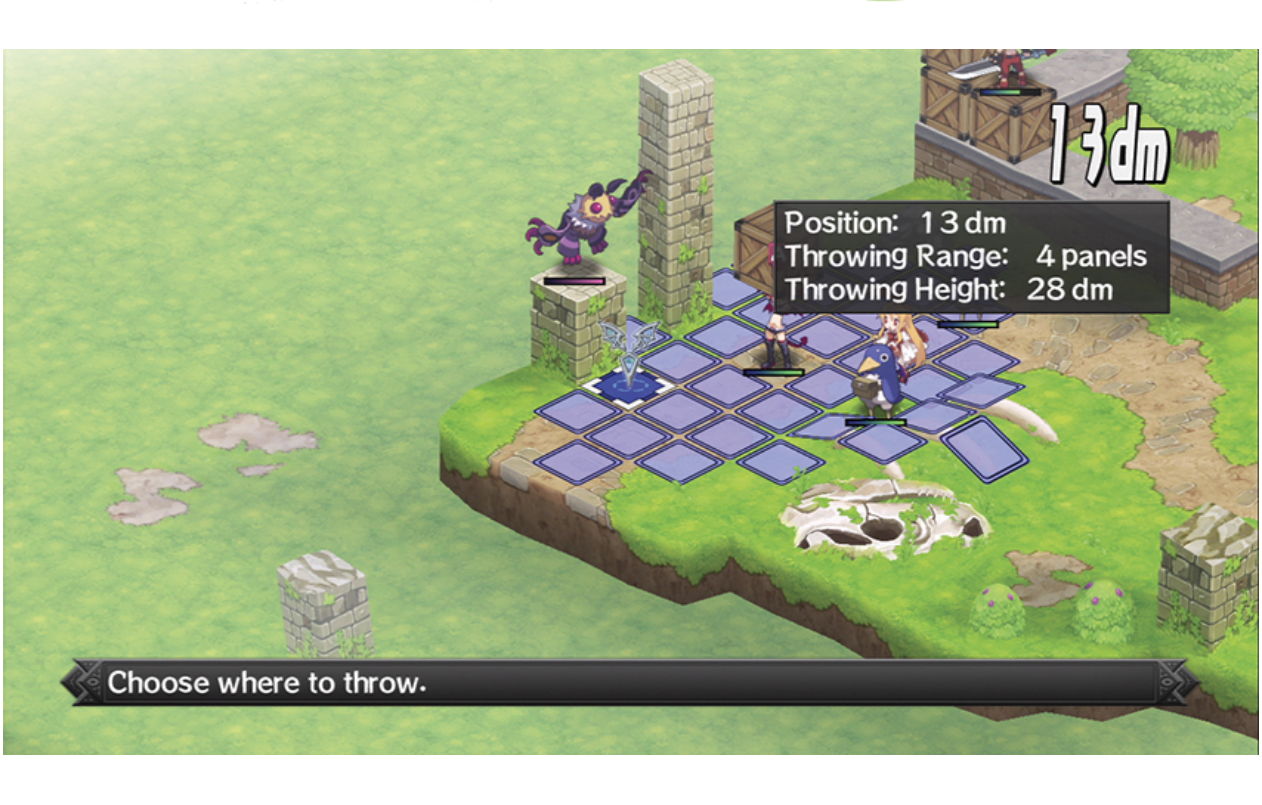
Map Events

- Station Laharl next to Etna.
- Station Laharl next to Flonne.
- Have both Laharl and Etna on the map at the start of your ninth turn.

Battle Basics 2

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Ghost	1	1	Generate Pain	-	-	Dimension Eater X, Fire
Mothman	1	2	Poison Accelerator	-	-	Moth Tornado





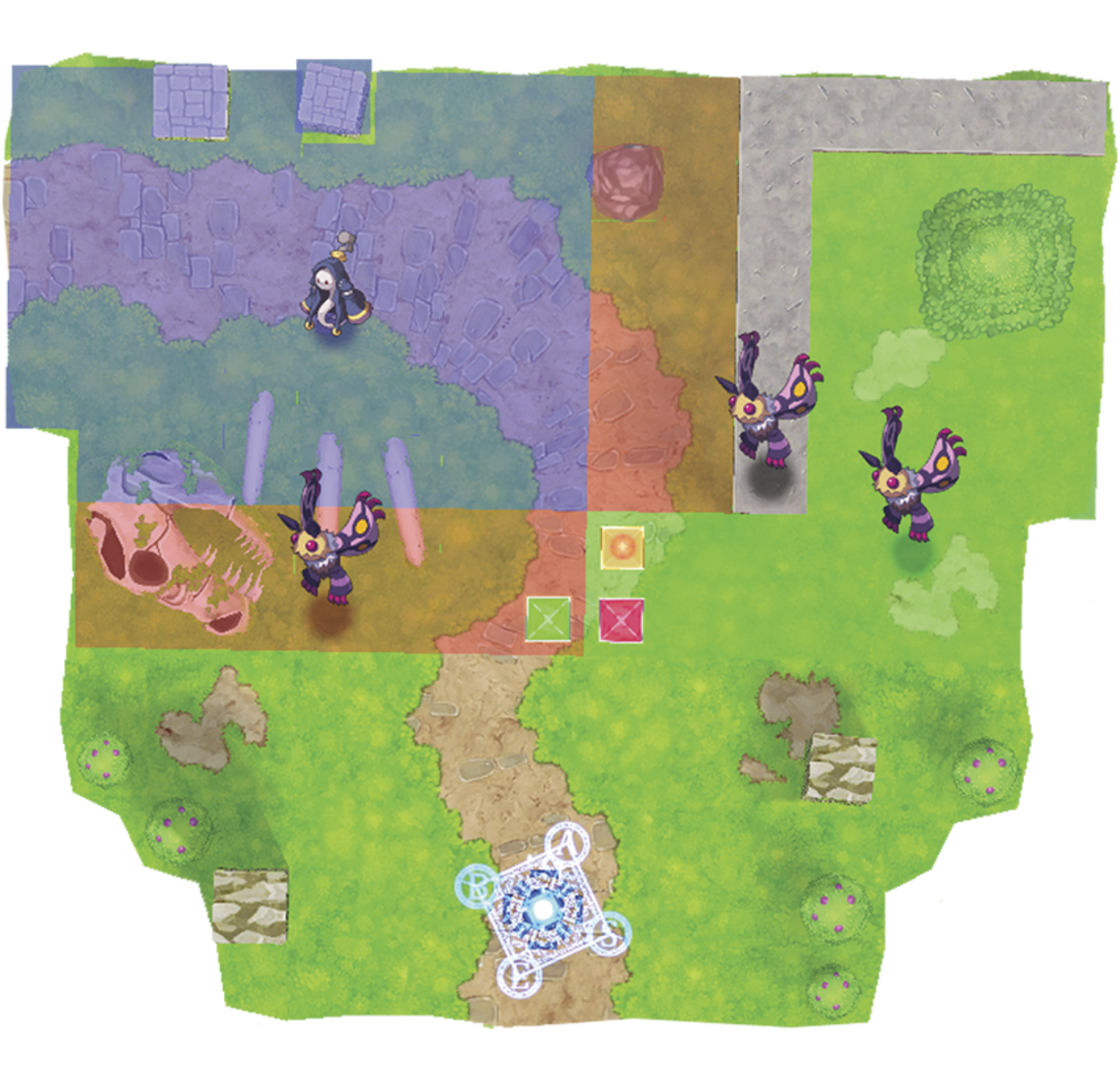
As the name might suggest, this is another tutorial map. This time, it deals with lifting and throwing. The Ghost will happily attack anyone who gets close, but the Mothmen refuse to lift a finger unless there's a character standing right next to them. Pick up the Wooden Boxes and use them to reach the Mothmen.

Winning on this map opens Paparazzi's Data Shop. He hangs out in the library of Laharl's Castle and keeps track of your various collections and accomplishments.

Map Events

- Deploy a Prinny and get it next to Etna.
- Laharl's first attack.
- Use Laharl to pick up a Wooden Box.
- Laharl reaches a Wooden Box before Etna or Flonne does.
- Flonne reaches a Wooden Box before Etna or Laharl does.
- Etna reaches a Wooden Box before Laharl or Flonne does.

Geo Effects



Have you forgotten? I made a name for myself as an advisor to King Krichevskoy. I am the Noble Demon, Grosso.
SKIP

This is a tutorial map that teaches you all about Geo Panels and Symbols. Three Mothmen and one Ghost are here to serve as obstacles while you learn how to set off a Geo Chain.

If you attack the green Geo Symbol directly ahead of the base panel, it clears the red Geo Panels off the map and turns most of the panels' Geo Effects into Enemy Weaken –50% and EXP +50%. Then all you have to do is clean up afterward.

On future visits to this map, when you have a character or two with a Bow or Gun, you can pick up the green Geo Symbol and throw it onto the blue area with the Ghost. Destroy it to flip the blue panels to green, then destroy the red Geo Symbol to change the green panels red. The ensuing Geo Chain also blows up the yellow Geo Symbol, which clears all of the Panels off the map for a big burst of damage to all enemy units and several free levels to the Bonus meter. This can be a decent way to get free equipment and extra cash, although it rapidly becomes obsolete when your characters get above level 5 or so.

When you return to Laharl's Castle after clearing this map, you'll discover the Dark Assembly is open for business, courtesy of our old buddy Plenair.

Geo Symbol	Geo Effect	Destroy
Null	Enemy Weaken -50%	Clear
Green	Enemy Boost +50%	Green Change
Red	EXP +50%	Red Change

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Mothman	2	3	Poison Accelerator	-	-	Moth Tornado
Ghost	2	1	Generate Pain	-	-	Dimension Eater X, Fire

Map Event

- Have Etna on the field at the start of any turn after your first.
- Laharl attacks a Geo Symbol.
- Get a Game Over.

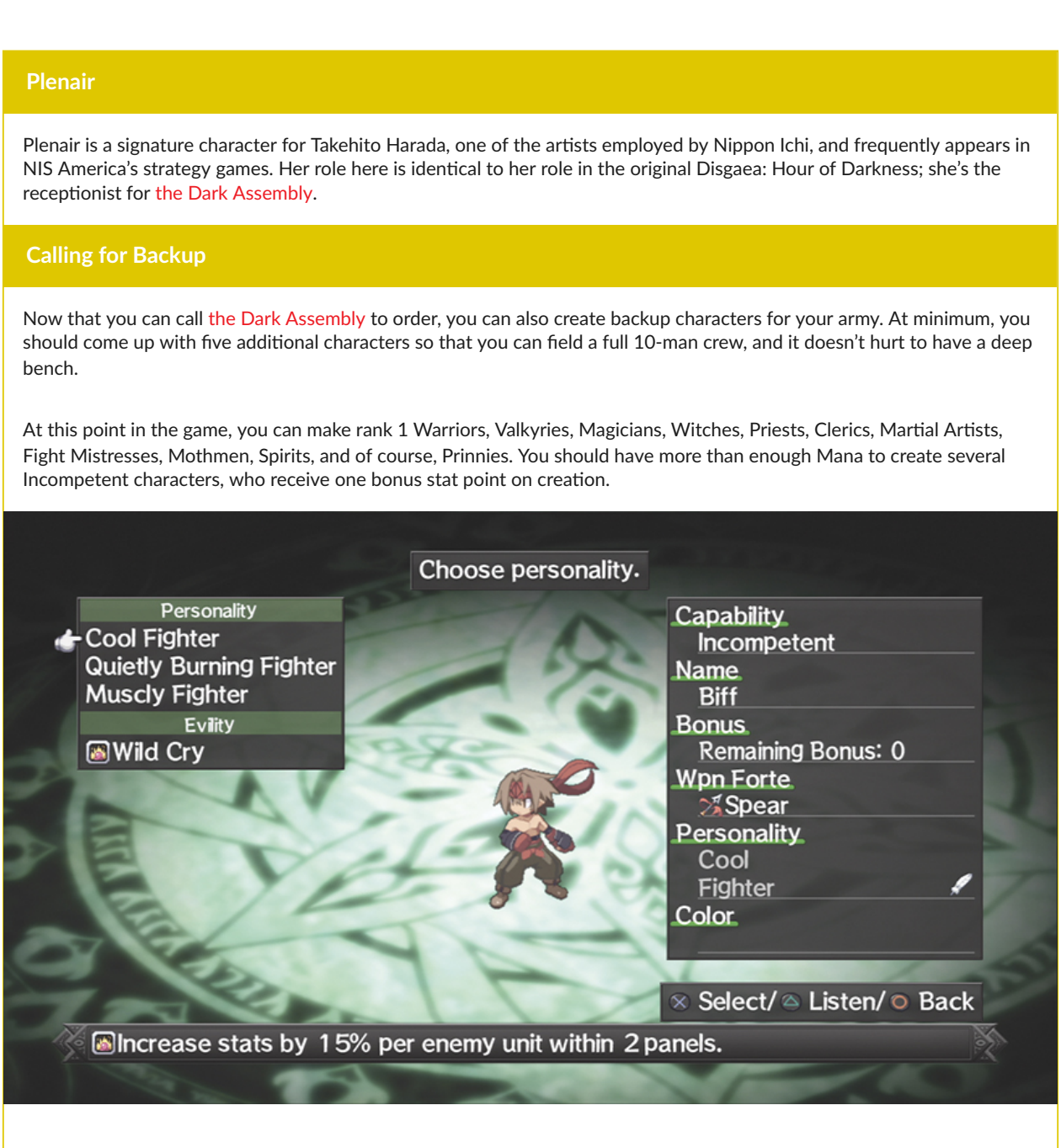
Plenair

Plenair is a signature character for Takehito Harada, one of the artists employed by Nippon Ichi, and frequently appears in NIS America's strategy games. Her role here is identical to her role in the original Disgaea: Hour of Darkness; she's the receptionist for the Dark Assembly.

Calling for Backup

Now that you can call the Dark Assembly to order, you can also create backup characters for your army. At minimum, you should come up with five additional characters so that you can field a full 10-man crew, and it doesn't hurt to have a deep bench.

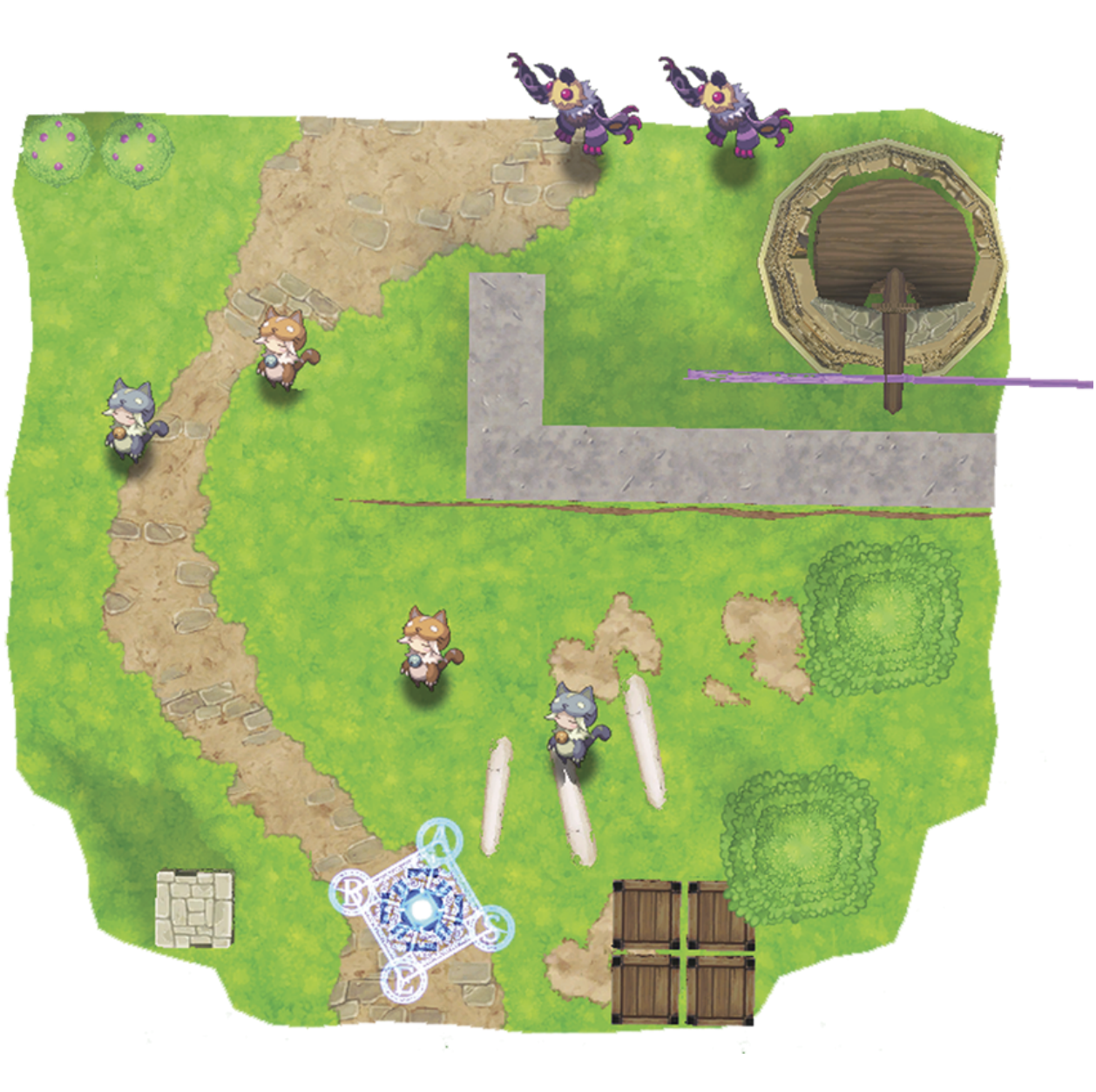
At this point in the game, you can make rank 1 Warriors, Valkyries, Magicians, Witches, Priests, Clerics, Martial Artists, Fight Mistresses, Mothmen, Spirits, and of course, Prinnies. You should have more than enough Mana to create several Incompetent characters, who receive one bonus stat point on creation.



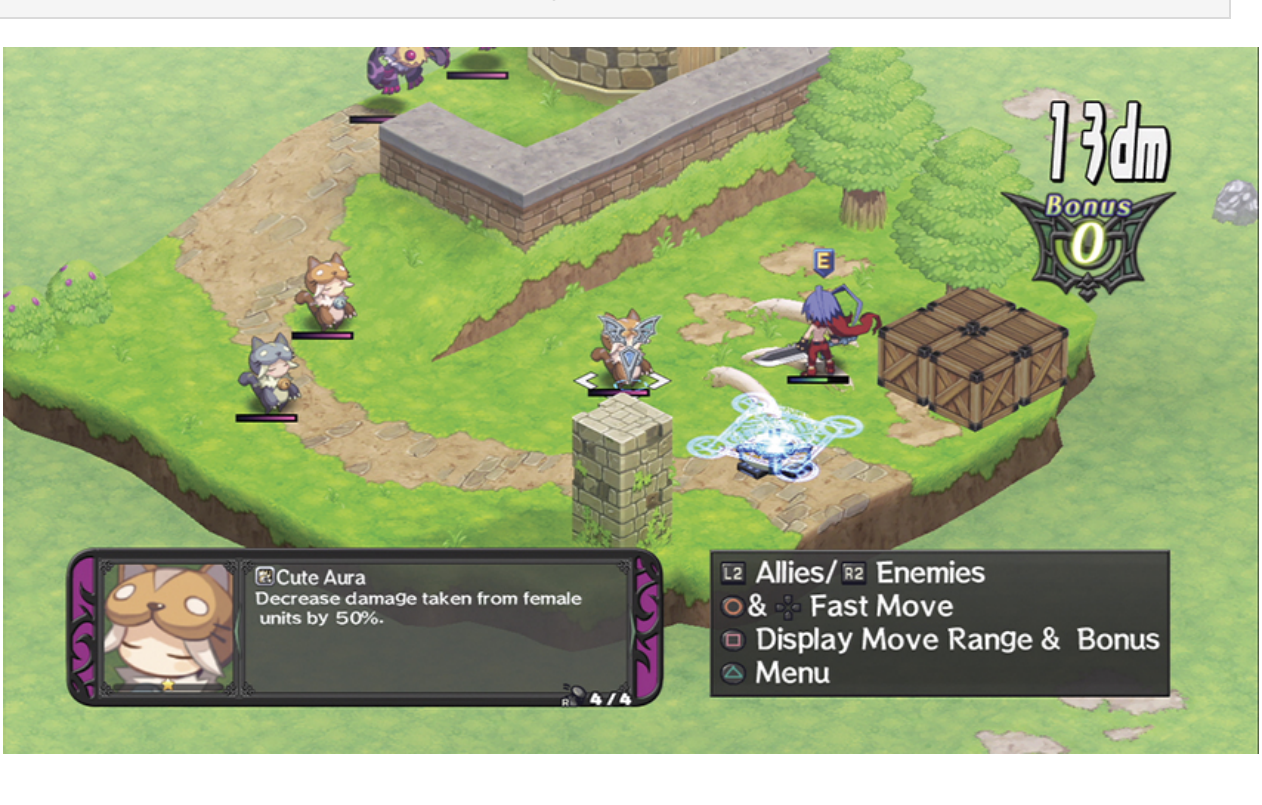
Right now, we'd recommend you make a Cleric, a Warrior, a Magician, a Witch, and a Priest. Warriors with Axes can inflict a startling amount of damage even at this early stage of the game, and it's a good idea to start leveling a couple of spellcasters right now. A Priest can be useful due to the Light Protection Evility, which causes his Heal spells to also convey a 20% DEF/RES bonus. Finally, Clerics are extremely Mana-efficient early on if you take the Advanced Healing Evility, and they learn the Espoir spell earlier than any other class.

A character with an apprentice receives a stat buff that's based on the apprentice's stats.

Nameless Wilderness



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Mothman	3	2	Poison Accelerator	-	-	Moth Tornado
Catsaber	2	4	Cute Aura (x2), Softening Aura (x2)	-	-	Cat Umbrella Spin


13dm
Bonus
0
Cute Aura
Decrease damage taken from female units by 50%.
4/4
Allies/ Enemies
& Fast Move
Display Move Range & Bonus
Menu

The four Catsabers standing near your base panel have problematic Evilities. Two of them take half damage from female units and two take half damage from monster units. You should have a deep enough bench that this doesn't pose a serious problem; the general idea is to get you into the habit of checking enemies' Evilities at the start of a stage.

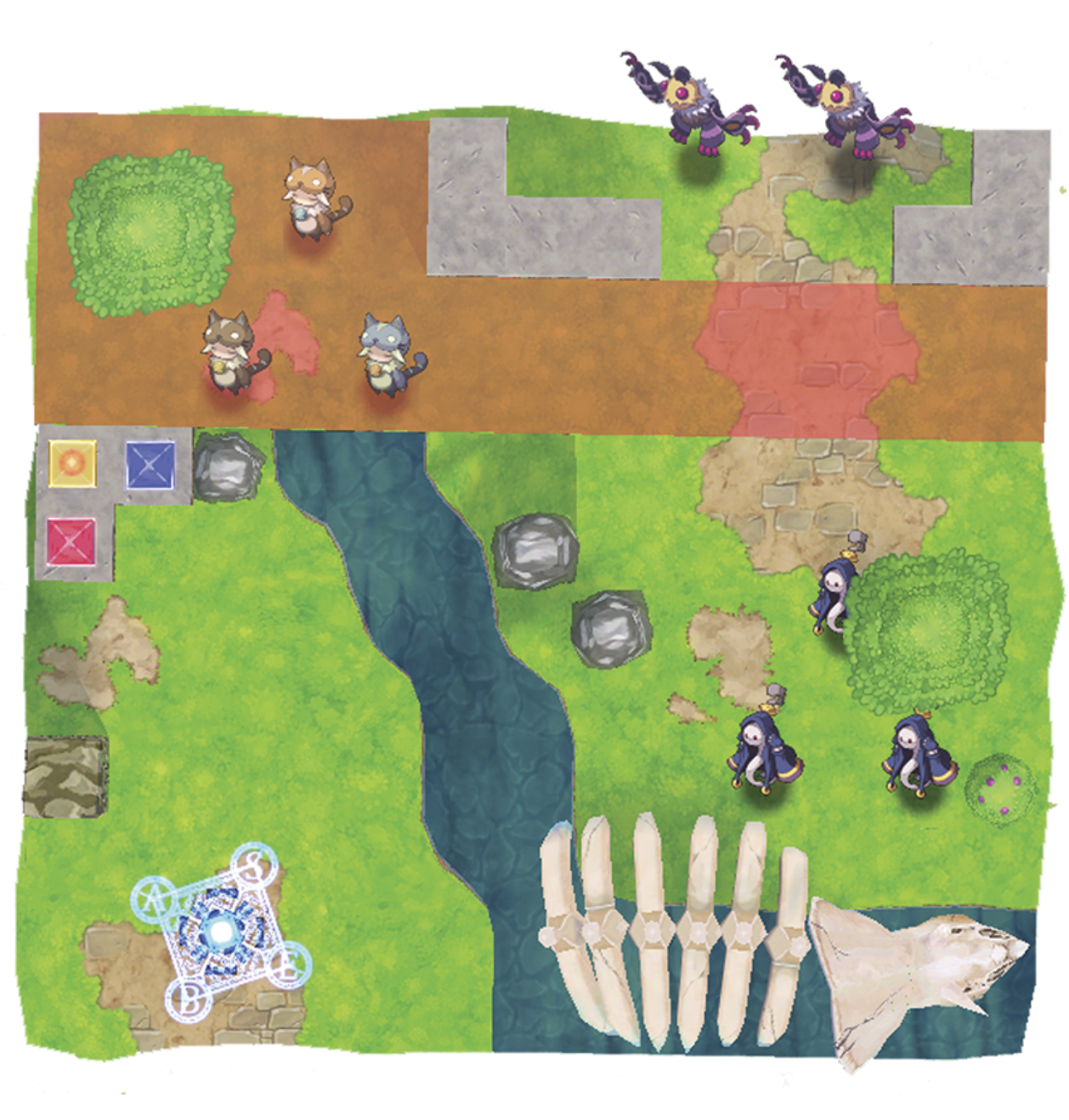
You can use the stack of Wooden Boxes near your starting point to make it easier to reach the two Mothmen standing on the other side of the map.

When you return to the castle, you'll also be able to sign your characters up for the first eight training methods in the Demon's Dojo.

Map Event

- Station Laharl next to Flonne.
- Station Laharl next to Etna.
- Have Laharl attack an enemy.

Tainted Soil



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Catsaber	3	3	Softening Aura (x1), Weakening Aura (x1), Cute Aura (x1)	Cicada Husk	Amulet	Cat Umbrella Spin
Mothman	4	3	Poison Accelerator	Humiliating Emblem	Amulet	Moth Tornado
Ghost	3	3	Generate Pain	Humiliating Emblem	Amulet	Dimension Eater X, Fire

Geo Symbol	Geo Effect	Destroy
Red	DEF +50%	Red Change
Null	EXP +50%	Clear
Blue	DEF -50%	Blue Change

You have a choice on this stage. The three Geo Symbols stacked up near the base panel can be deployed as you see fit, or ignored completely. Throw the EXP +50% yellow Symbol onto the red Geo Panels for easier leveling.

The DEF +50% and DEF –50% Symbols don't have a particularly noticeable effect. At this level, stats are a bit too low in general for that. They do come in handy if you come back later with Stronger Enemies enabled in the Cheat Shop, however.

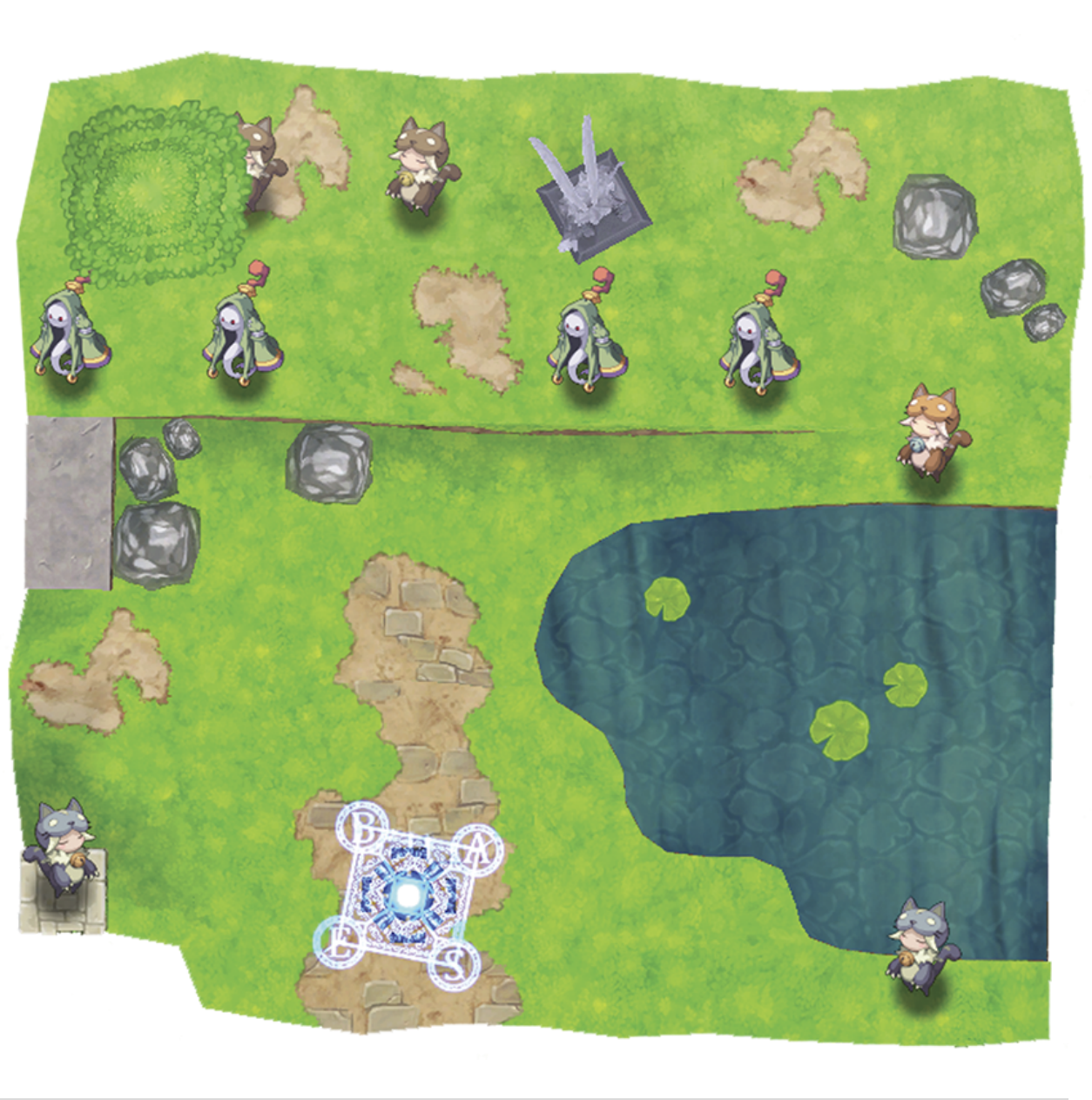
Be careful when you're deploying your characters, as the Ghosts are just close enough that they can take potshots at your characters with Fire spells from across the river.

Clearing Tainted Soil unlocks the Support Attack and Protect options in the Cheat Shop.

Map Event

- Laharl uses a Protect Action on Flonne.
- Have a Prinny on the field at the start of your third turn.
- Have Flonne on the field at the start of your third turn.

Silent Death Land



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Ghost	4	4	Mind Break	Weakling Emblem	Pot Lid	Dimension Eater X, Fire
Catsaber	3 (x4), 4	5	Softening Aura (x2), Weakening Aura (x2), Cute Aura	Paw Gloves	Pot Lid	Cat Umbrella Spin

This map is a good example of how you can deploy your entire army on the first turn, but you don't have to. If you pull out your whole squad right off the bat, you'll necessarily be clustered around the base panel and the enemy Ghosts will have a field day picking off your newer characters with Fire spells.

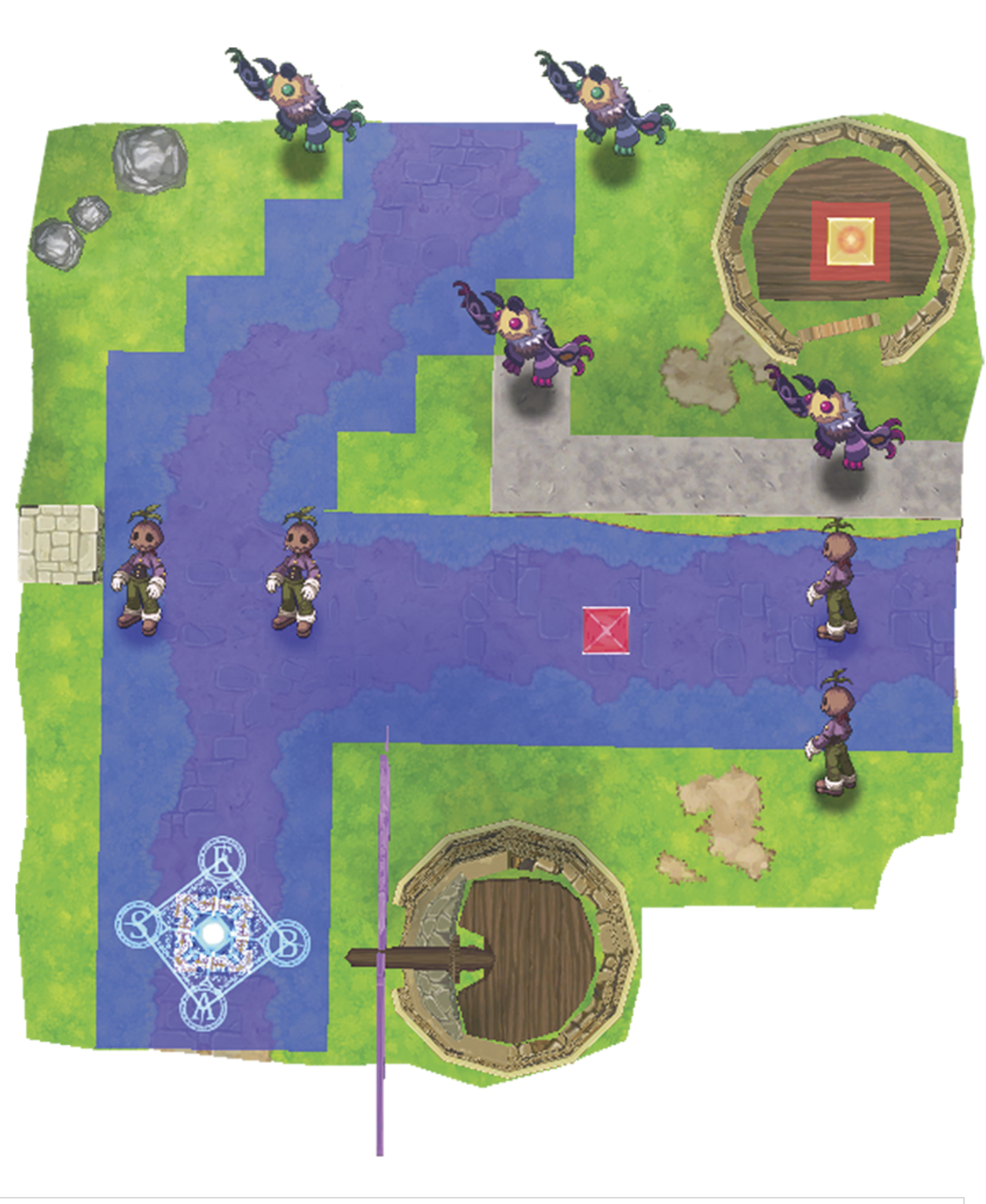
On the other hand, if you bring out someone like Laharl or Etna, who can take a few hits and come up smiling, you can leave them by your base panel as bait. As the enemies close in, deploy your entire army on the second turn and wipe out the enemy en masse.

Just the same, this is a map where the Priest's Light Protection Evility can come in handy because it provides you with healing and a RES buff at the same time.

Map Event

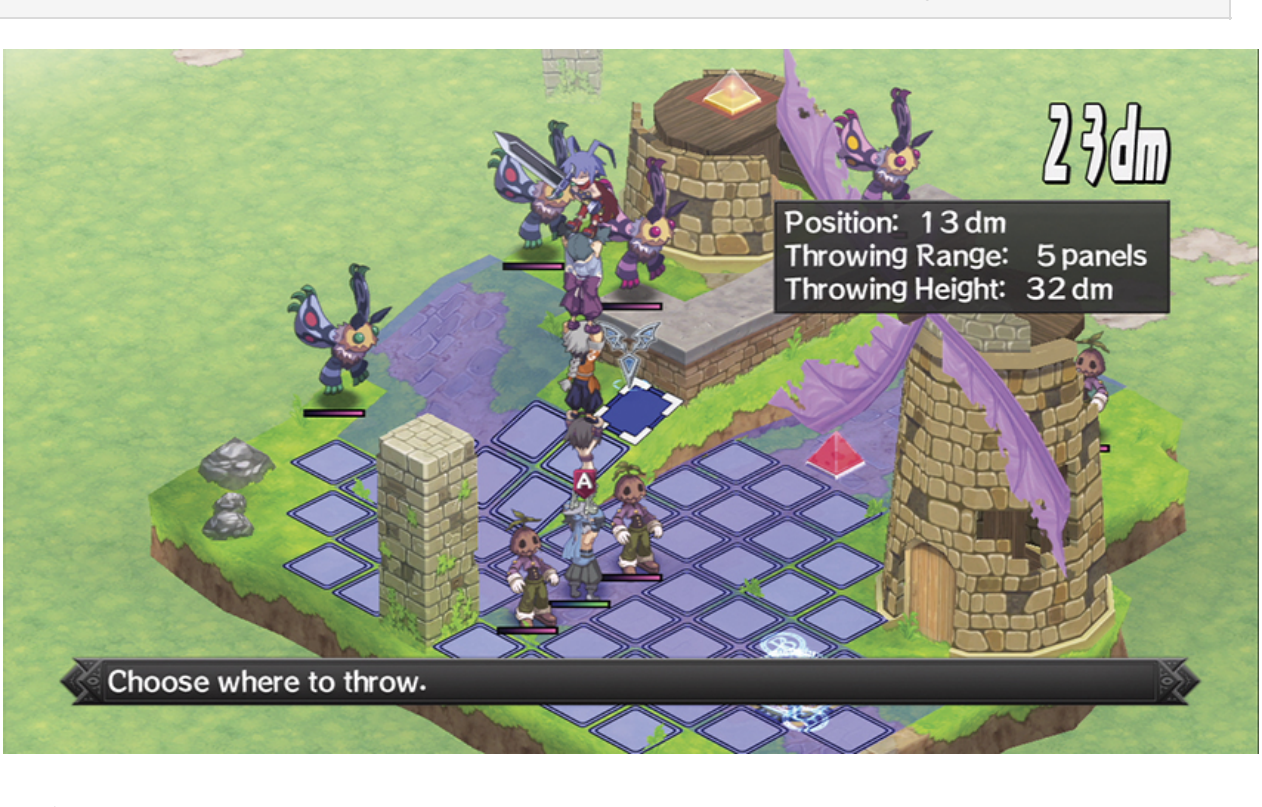
- Have Etna attack an enemy.
- Station Etna next to a Prinny.
- Have Laharl on the field at the start of your fifth turn.

Withered Local Pride



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Pumpkin	5	4	Bad Trip	-	-	Jumpin' Jack, Target Lock
Mothman	5	4	Full of Miasma	-	-	Moth Tornado, Poison

Geo Symbol	Geo Effect	Destroy
Null	Ally Boost +50%	Clear
Red	Silence	Red Change



Here's a potentially lethal one-two punch: the Mothmen have the Full of Miasma Evility, which increases the odds of a character being afflicted by a status ailment, and the Pumpkins have Bad Trip, which has a 50% base chance, calculated individually, of their targets suffering every status ailment. It's not at all strange for the victim of a Pumpkin's attack to end up asleep, poisoned, silenced, depraved, and paralyzed.

This wouldn't be that big of a deal if the blue Geo Panels that cover most of the area weren't Silencing you. Bring some Fairy Dust, available over the counter at Rosen Queen, and start the match with a four-man tower throw over to the yellow Geo Symbol. Throw it down to the blue Panels to give your team a much-needed Ally Boost +50% effect.

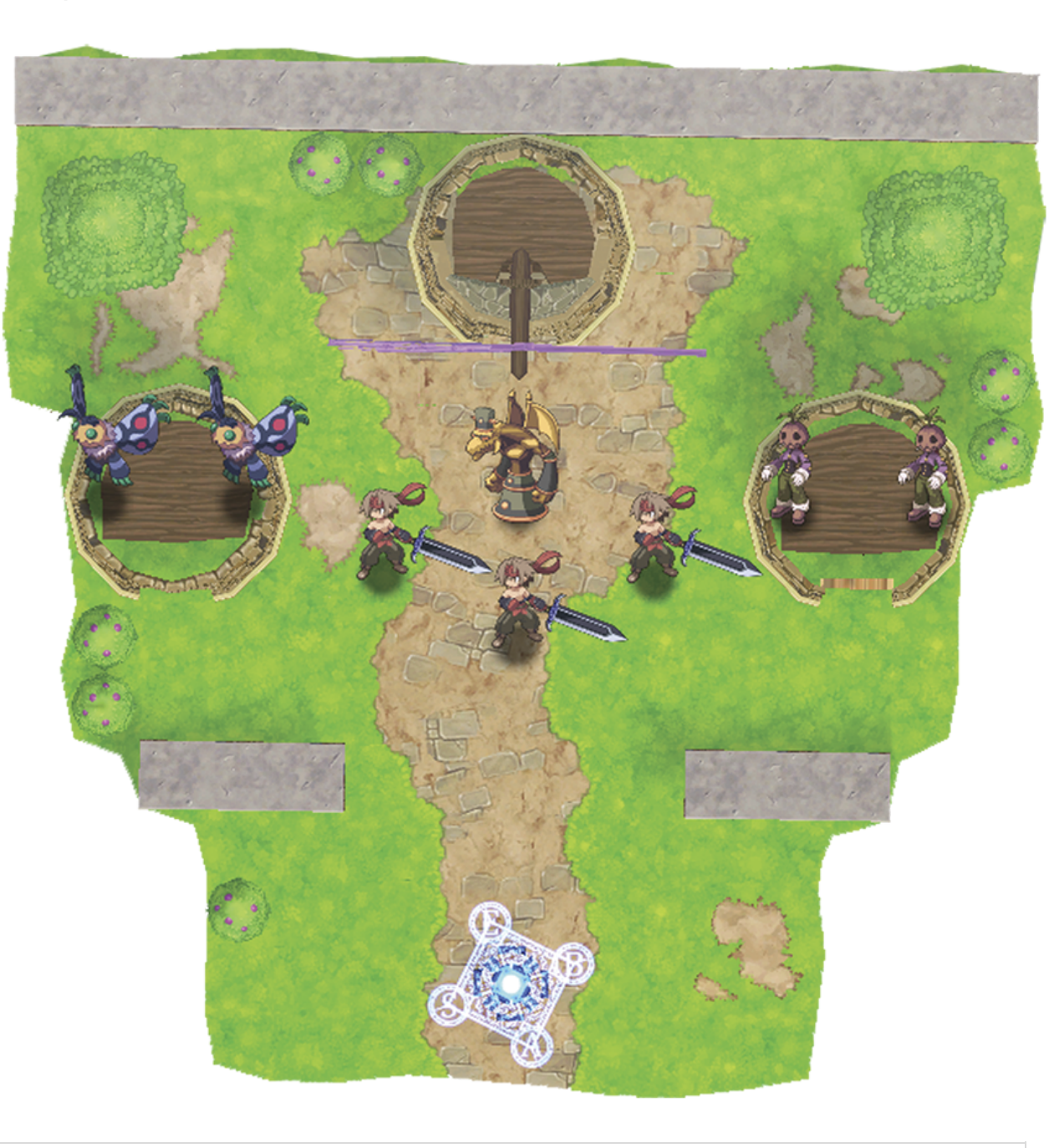
That way, even if the Pumpkins do score a couple of hits, they probably won't do enough damage to your crew that you won't be able to heal them up afterward with some items. It helps that the Pumpkins will usually use up their first turn casting Target Lock on themselves and the Mothmen.

Another option, naturally, is to bring out a character with a Bow, such as a Valkyrie, and destroy the red Geo Symbol right off the bat, then trash the Pumpkins as they come and remove the ailments they cause with Espoir. A Cleric can learn that spell at level 3.

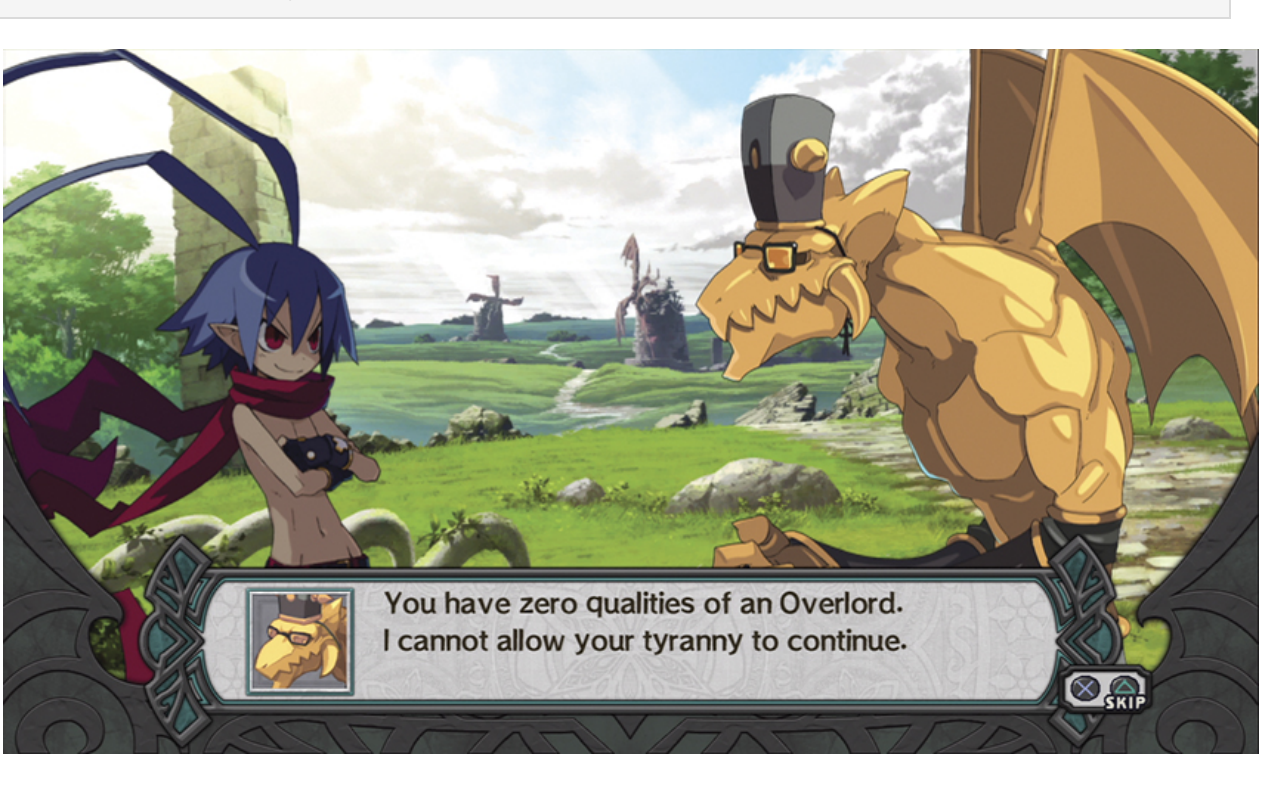
Map Events

- Station Laharl next to Flonne.
- Station Laharl next to Etna.
- Have a Prinny on the field at the start of your third turn.

Filthy Ruins



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Fighter	5	3	Wild Cry	Short Sword	Pot Lid	Blade Rush
Pumpkin	5	2	Bad Trip	Paw Gloves	Pot Lid	Jumpin' Jack, Target Lock
Mothman	5	2	Full of Miasma	Paw Gloves	Pot Lid	Moth Tornado, Poison
Grosso	6	1	Shut-In Officer (as long as unit doesn't move, increase stats of adjacent units by 30%)	Depraved Emblem	Silk Cummerbund	Star, Poison, Checkmate


You have zero qualities of an Overlord. I cannot allow your tyranny to continue.
SKIP

This can get dangerous very quickly. The three Fighters are all armed with Short Swords and know Blade Rush, so they can damage up to three of your units at a time, and the Mothmen and Pumpkins retain the Full of Miasma/Bad Trip one-two punch from the last map.

I hate children because they don't know how to hold back. Perhaps I better not hold back, either!

As with Silent Death Land, it's a good idea to pull back behind the base panel on your first turn and let the enemy come to you. Grosso will enter the fray only if you wipe out all of his minions or if you get within the range of his Star spell, so let him stew in the back row while you dispose of his backup. This has the useful side effect of making his Evility irrelevant.

All of the enemies on this map except for Grosso will charge your position on the second enemy turn. The Mothmen are the easiest to take out, with the lowest DEF and HP, and removing them from the equation makes the Pumpkins a bit less dangerous. Use high-DEF characters like Etna or a Warrior to hold the Fighters at bay while you deal with the monsters, then finish the Fighters.

Critical!
84
COMBO 1
TOTAL DAMAGE 58

When dealing with Grosso, keep your HP high, as he attacks with a powerful but single-target Star spell. The best way to take him out is with a lengthy chain combo, delivered by as many characters as you can get within range of him.

Defeating Grosso earns you the Statue Connoisseur Trophy.

Map Events

- Grosso attacks one of your characters.
- Get Laharl next to Grosso.
- Have Laharl attack Grosso.

Episode 2: The Arrival of the Mysterious Angel Girl Sicily

But anyway, this isn't for me.
The delivery Prinny said it was
for the Overlord.

After the introductory sequence, you're back at Laharl's Castle. As usual following an Episode finale, all your characters have been restored to full HP and SP. The maximum multiplier for the Cheat Shop has been raised to 110%, and the minimum is now 80%.

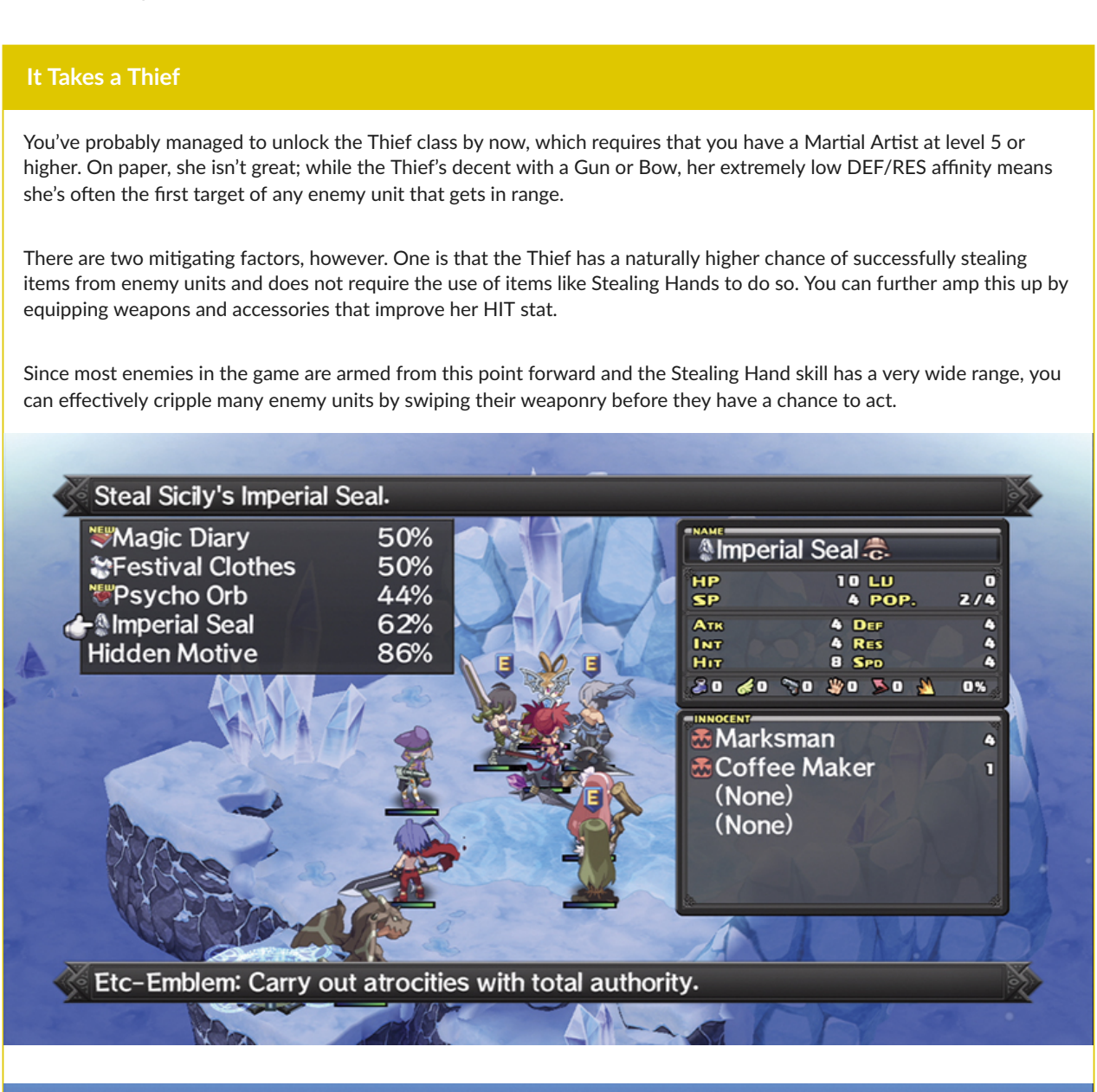
The free treasure chests for this Episode are right outside Laharl's throne room, in the outer courtyard near what used to be Flonne's flower garden, and in the throne room itself.

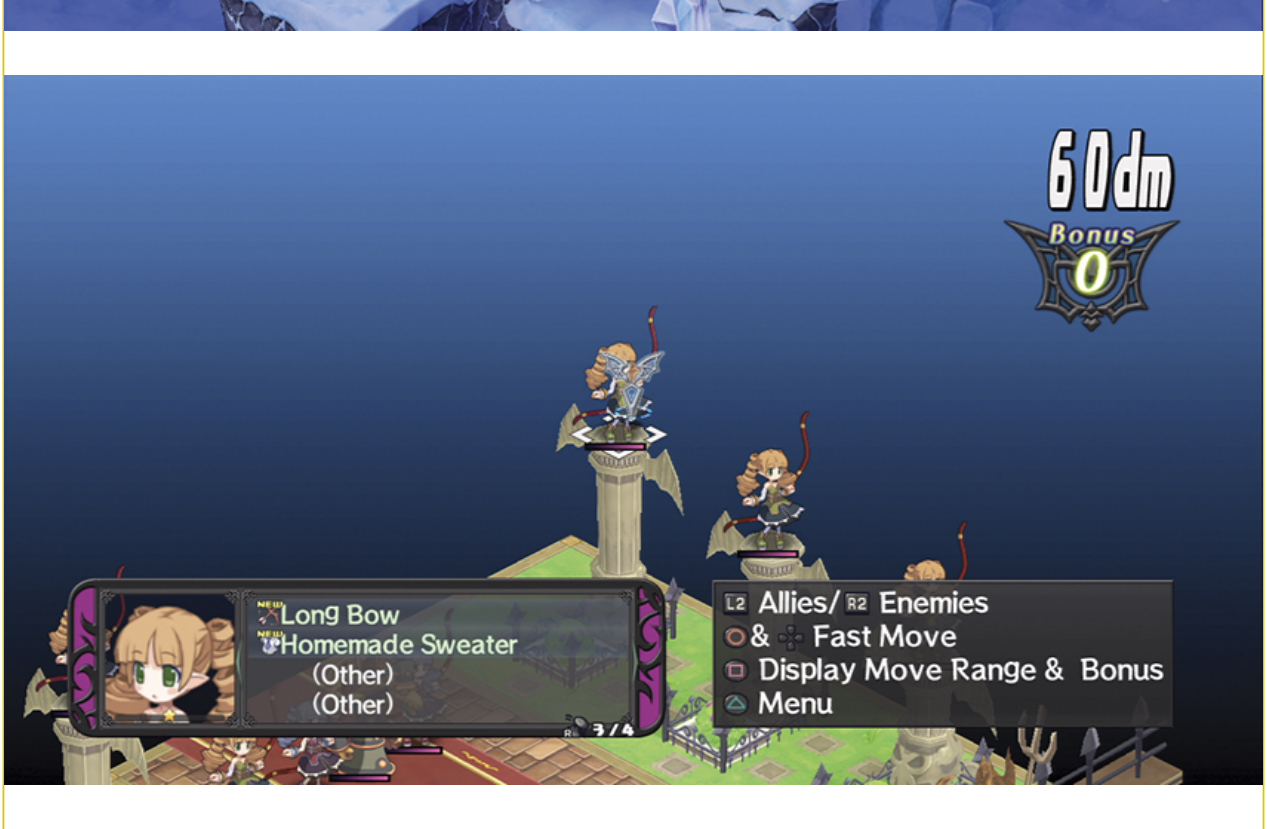
It Takes a Thief

You've probably managed to unlock the Thief class by now, which requires that you have a Martial Artist at level 5 or higher. On paper, she isn't great; while the Thief's decent with a Gun or Bow, her extremely low DEF/RES affinity means she's often the first target of any enemy unit that gets in range.

There are two mitigating factors, however. One is that the Thief has a naturally higher chance of successfully stealing items from enemy units and does not require the use of items like Stealing Hands to do so. You can further amp this up by equipping weapons and accessories that improve her HIT stat.

Since most enemies in the game are armed from this point forward and the Stealing Hand skill has a very wide range, you can effectively cripple many enemy units by swiping their weaponry before they have a chance to act.

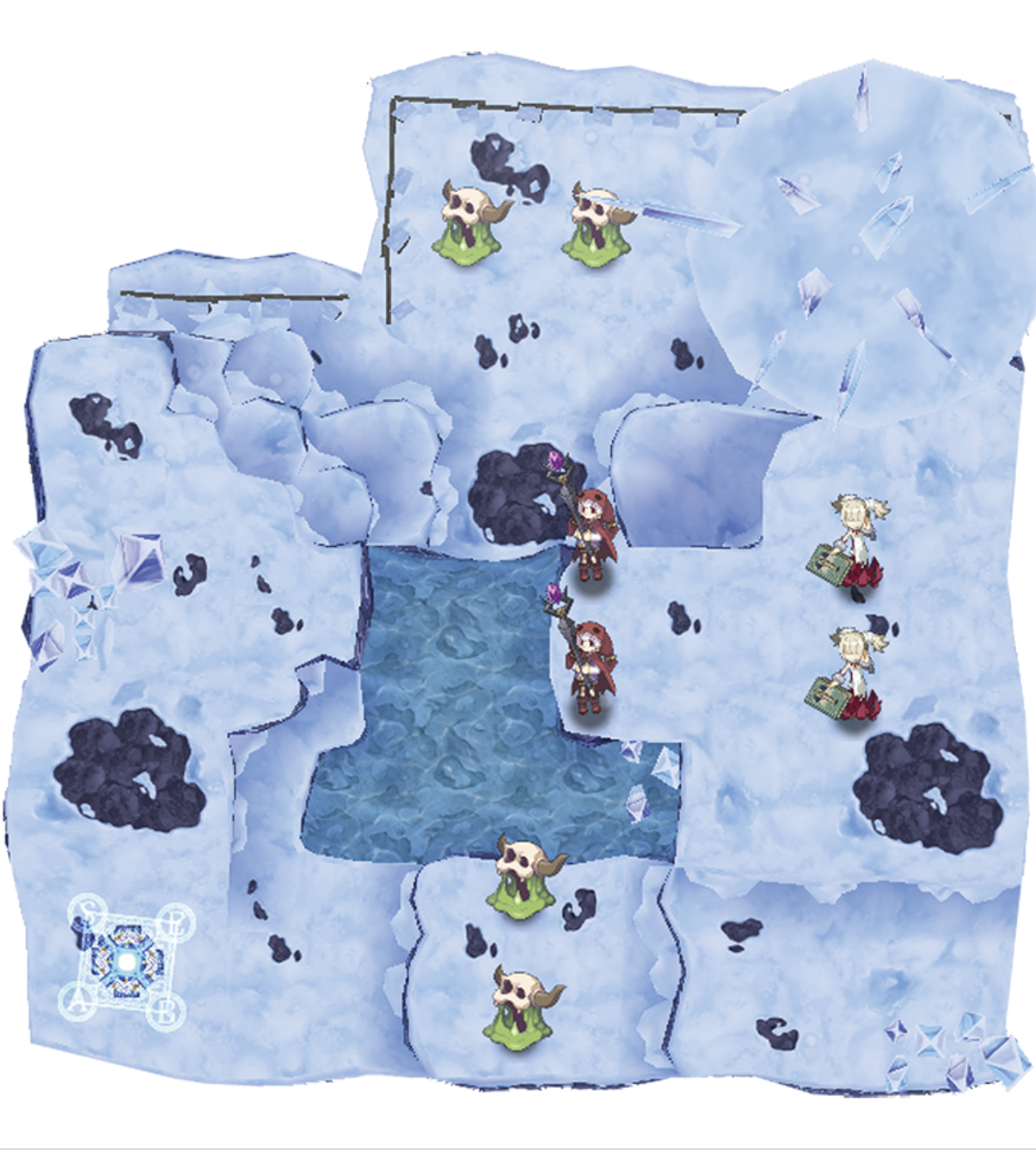

Steal Sicily's Imperial Seal.
Magic Diary 50%
Festival Clothes 50%
Psycho Orb 44%
Imperial Seal 62%
Hidden Motive 86%
Imperial Seal
Marksman
Coffee Maker
(None)
(None)
Etc-Emblem: Carry out atrocities with total authority.


60dm
Bonus 0
Long Bow
Homemade Sweater
(Other)
(Other)
Allies/ Enemies
& Fast Move
Display Move Range & Bonus
Menu

On your first run through many story maps, one or more of the enemies will often have rare or even legendary weapons and accessories, which you can appropriate for your own use with a Thief. This bonus equipment is randomly generated, so it's worth leveling a Thief and bringing her along.

The other factor is that the Thief has the unique ability to steal statistics from your enemies, or even from your own units. The option to do so will appear as a fifth item on the list when you choose a target with the Stealing Hand skill and usually has a 90% or greater chance of success. This stat drain is immediate and, for the Thief, permanent, barring Reincarnation; you can bootstrap a Thief to greatness by stealing a few stat points from every enemy you run across.

Unmoving Land



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Green Slime	6	4	Gel Body	Curved Nail	Safety Helmet	Slime Hand	-
Red Skull	6	2	Magic Bundle	Glass Wand	Safety Helmet	Fire	-
Heretic	6	2		Fun With Magic	Safety Helmet	Heal, Espoir, 451 Degrees of Evil	-

Sicily is surrounded by demons!
This doesn't look good for her!

36dm
Bonus 0
Magic Bundle
Special skill power increased by 30%, but 50% more SP used.
Allies/ Enemies
& Fast Move
Display Move Range & Bonus
Menu

All four of the Green Slimes on this map have the Gel Body Evility, which makes it nearly impossible to kill them with physical attacks. If you don't have a Magician or Skull at or around level 8, you should probably make one before you attempt this map.

ATTACK ENTRY
Fire

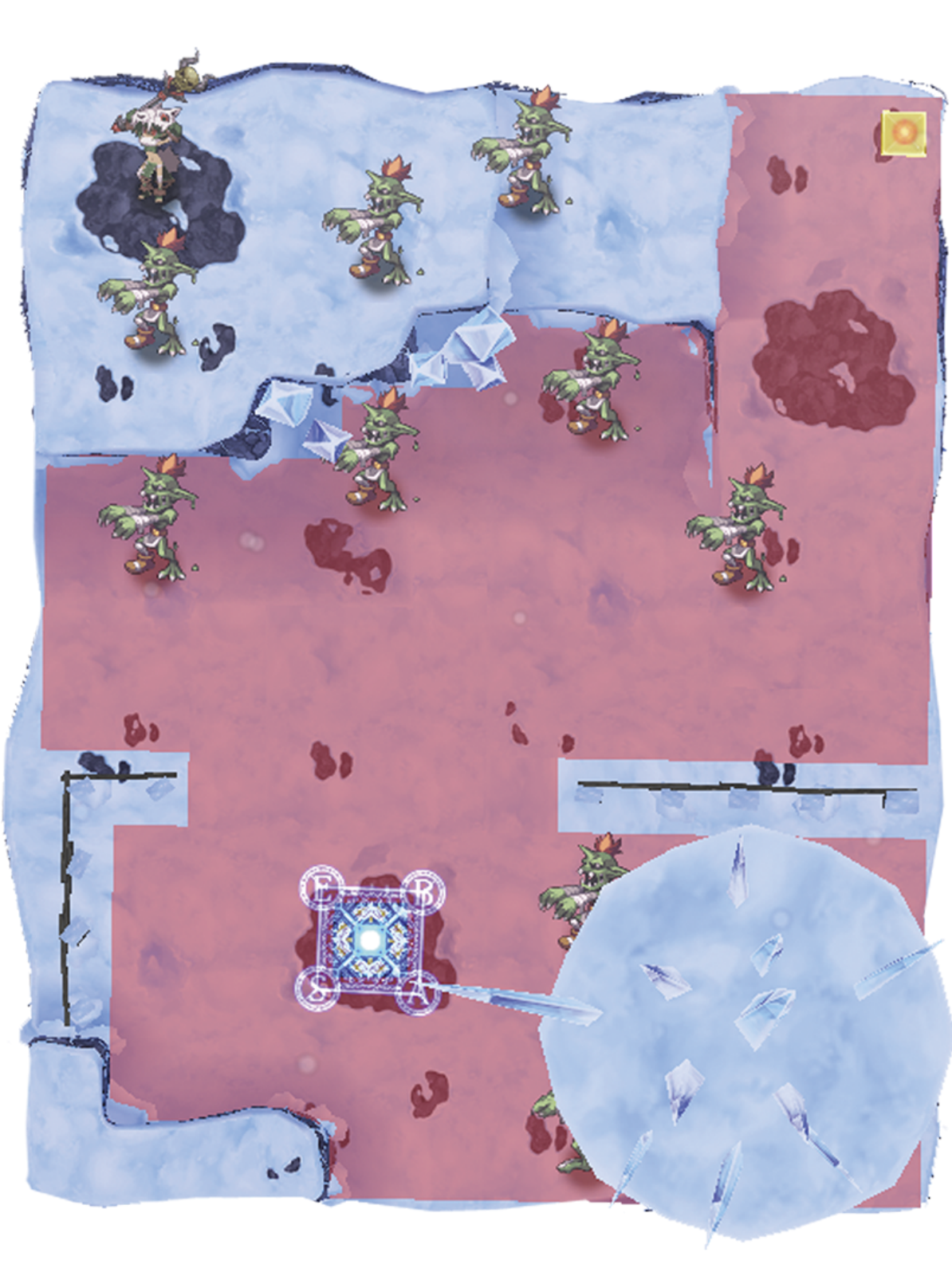
The Slimes' job is to serve as meat shields while the Skulls up top murder you with Fire spells, which are heavily augmented by their Magic Bundle Evility. It's not a bad idea to shuffle your equipment a bit and focus on items that provide a boost to your RES, such as Shields.

As you get close to the Skulls, the Heretics come into play, attacking with the elemental spells granted by the Books they have equipped, but they aren't much more than another speed bump.

Map Events

- Station Etna next to Laharl.
- Station Flonne next to Etna.
- Have Laharl on the map at the start of your second turn.

Cold Breath



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Zombie	6	9	Predation	Umbrella Bat	-	DIEmension Slash	-
Shaman	8	1	Ominous Dance	Undead Staff	Homemade Sweater	Enfeeble, Mind Break, Poison, Stun	-

Geo Symbol	Geo Effect	Destroy	Note
Null	ATK -50%	Clear	-

All nine of the Zombies on this map have the Predation Evility, which restores 10% of their health every time they successfully do damage to an enemy. This is further augmented by the Shaman in the top corner of the map, who's using the Ominous Dance Evility to lower your units' evasion rate.

The real problem is that most of the map is covered with Geo Panels that provide an ATK –50% effect. In a way, however, this is a blessing, as there isn't a thing on this map that uses anything besides physical attacks. You may not be doing much damage, but neither is the opposition.

Tip

Sometimes Cheaters Lose

One of the reasons why this map is relatively tame is because the Zombies are too low-level to know their Poison Bite skill. If you try to revisit this stage after using the Cheat Shop's Stronger Enemies feature, this will not be the case. Since damage from Poison bypasses the ATK reduction, this map abruptly becomes lethal unless you've got a couple of characters (Flonne, Priests, Clerics, etc.) who have leveled up the Espoir skill.

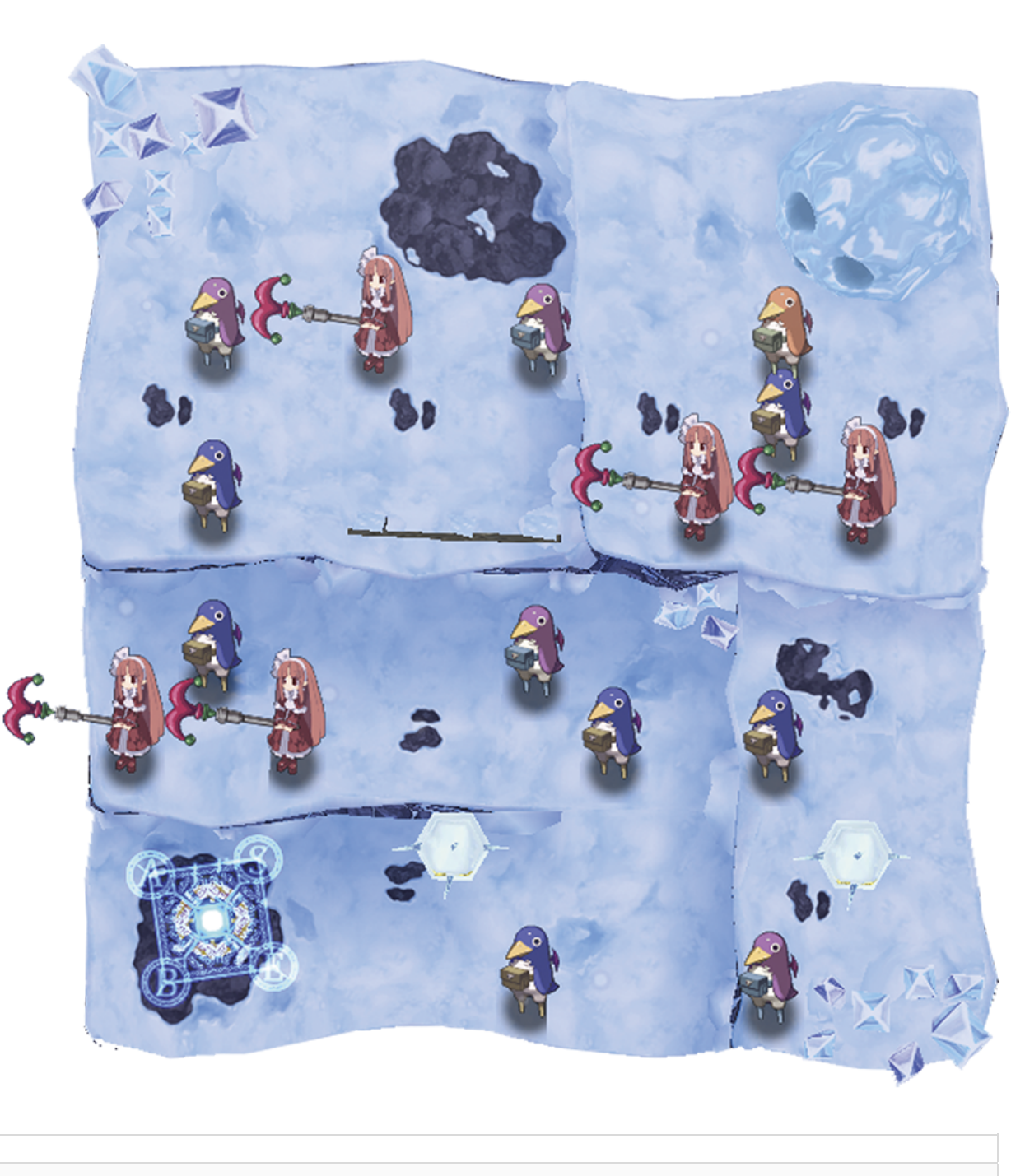
You have a couple of options here. One is to set up a perimeter of high-DEF types to protect your spellcasters and fry the Zombies with Fire spells or equivalent skills (such as a Book user's 451 Degrees of Evil), although Zombies have a high enough RES that this isn't a perfect solution. Another tactic is to overcome the ATK reduction by using combos and slowly grinding down one Zombie at a time, using this as an opportunity to build up your weapon skills.

As the map's winding down, heal up your team, then send someone over to trash the Geo Symbol and clear out the Geo Panels. The resulting Geo Chain should give you a nice bump to the Bonus meter, and there's no reason not to grab some free stuff.

Map Events

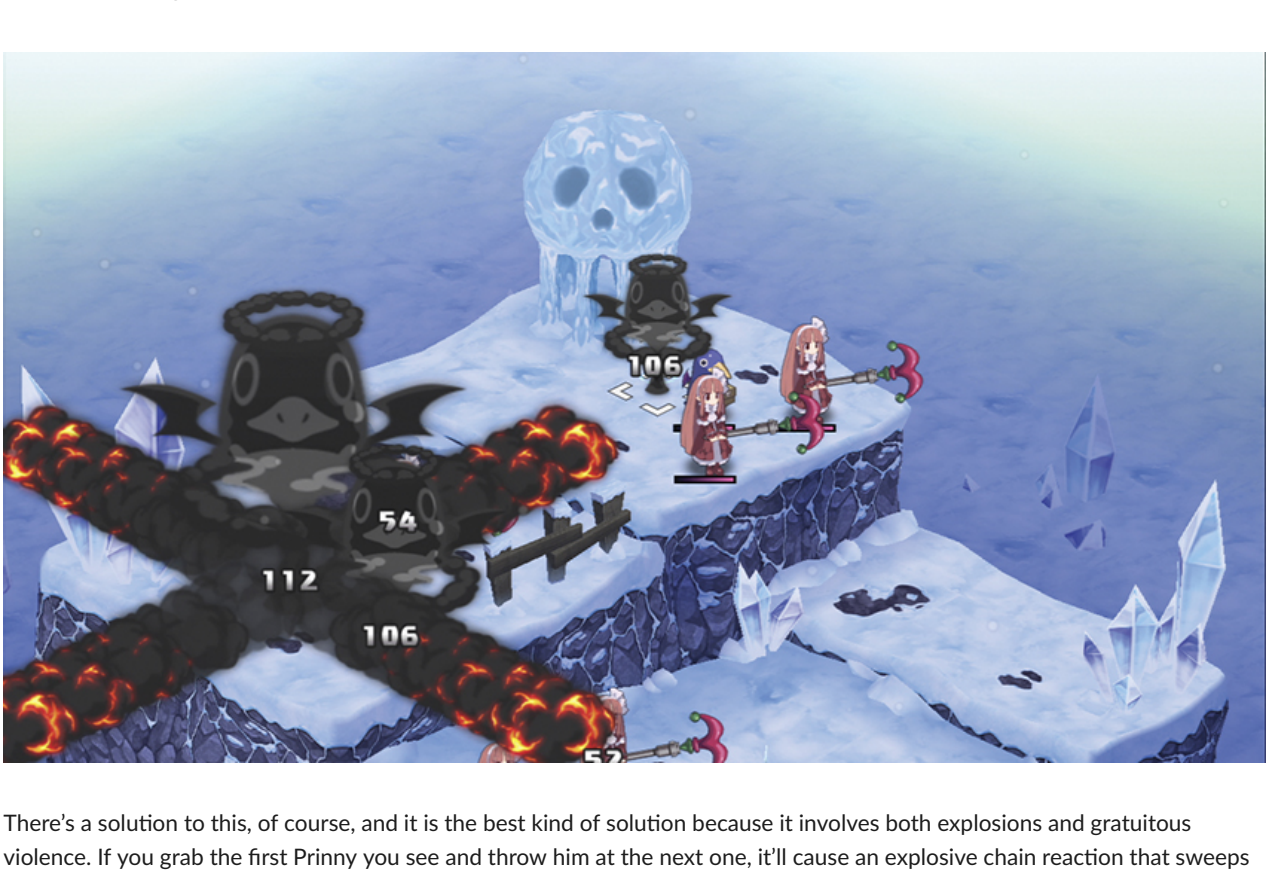
- Have Etna on the field at the start of the second turn.
- Station Laharl next to Etna.
- Laharl, Etna, and Flonne all participate in the same Team-Up Attack.

Ice Demon Grave



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Pvt. Prinny	8	10	Blue: Explosive Body; Pink: Cross Bomber; Orange: Bomb Conversion	-	-	Prinny Blizzard, Speed Boost, Bomber Dood
Red Mage	10	3	Magic Moderation	Pixy Rod	Festival Clothes	Fire

This looks bad when you first see it. You're surrounded by Magicians and Prinnies the moment you start this map, and unless you have the range and firepower to take out a few of them on the first turn, you'll probably incur some casualties.


106
54
112
106

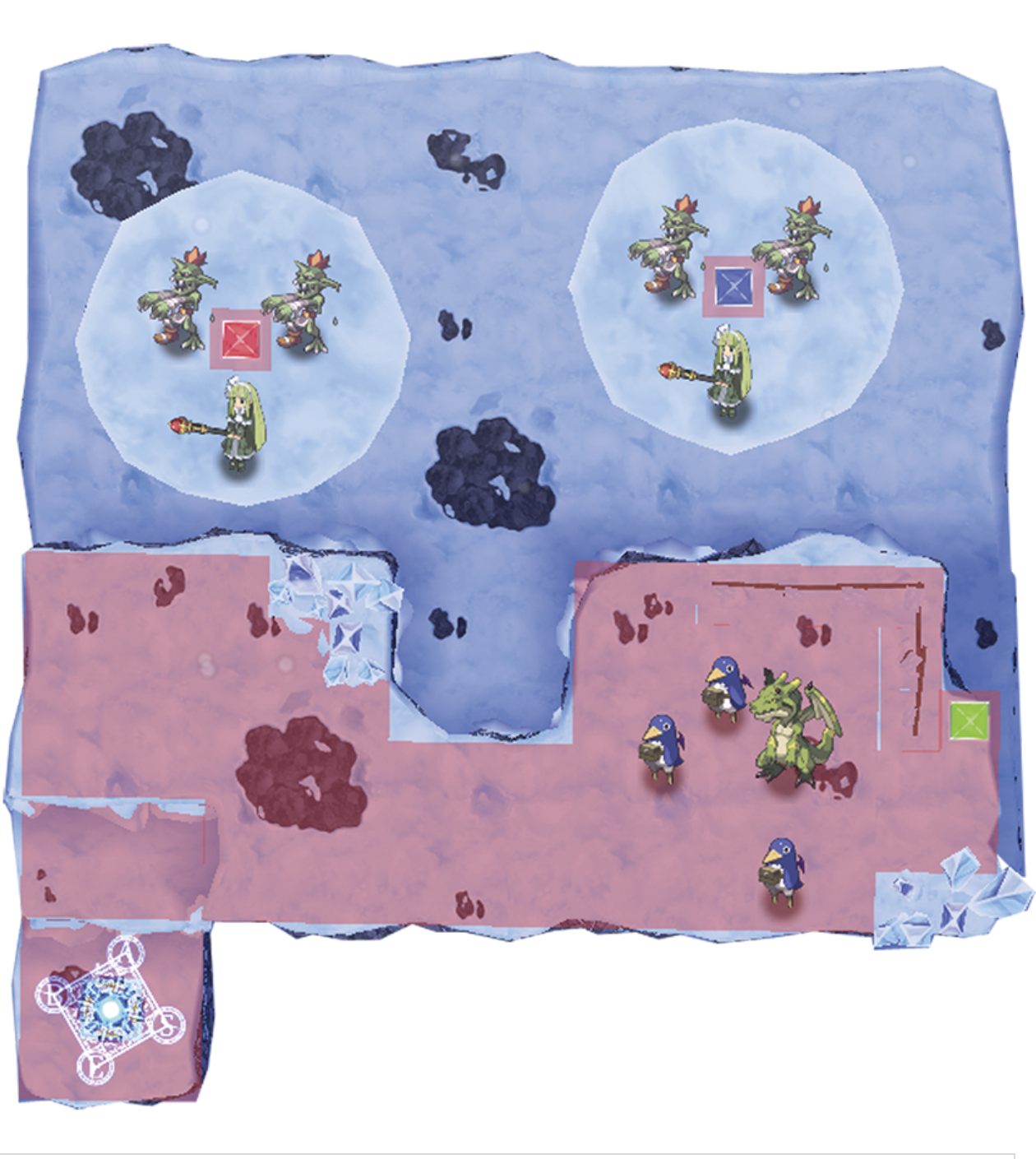
There's a solution to this, of course, and it is the best kind of solution because it involves both explosions and gratuitous violence. If you grab the first Prinny you see and throw him at the next one, it'll cause an explosive chain reaction that sweeps all of them off the field at once and leaves the Magicians at half health or worse. The rest is epilogue, although the Magicians can still cause some significant damage in the two or three turns before they die.

You can use the Snow Men on this stage, and on future stages, much as you did the Wooden Boxes in Episode 1. Throw them over to the cliff underneath the two final Magicians and you can jump straight up after them, rather than having to go the long way around the map.

Map Events

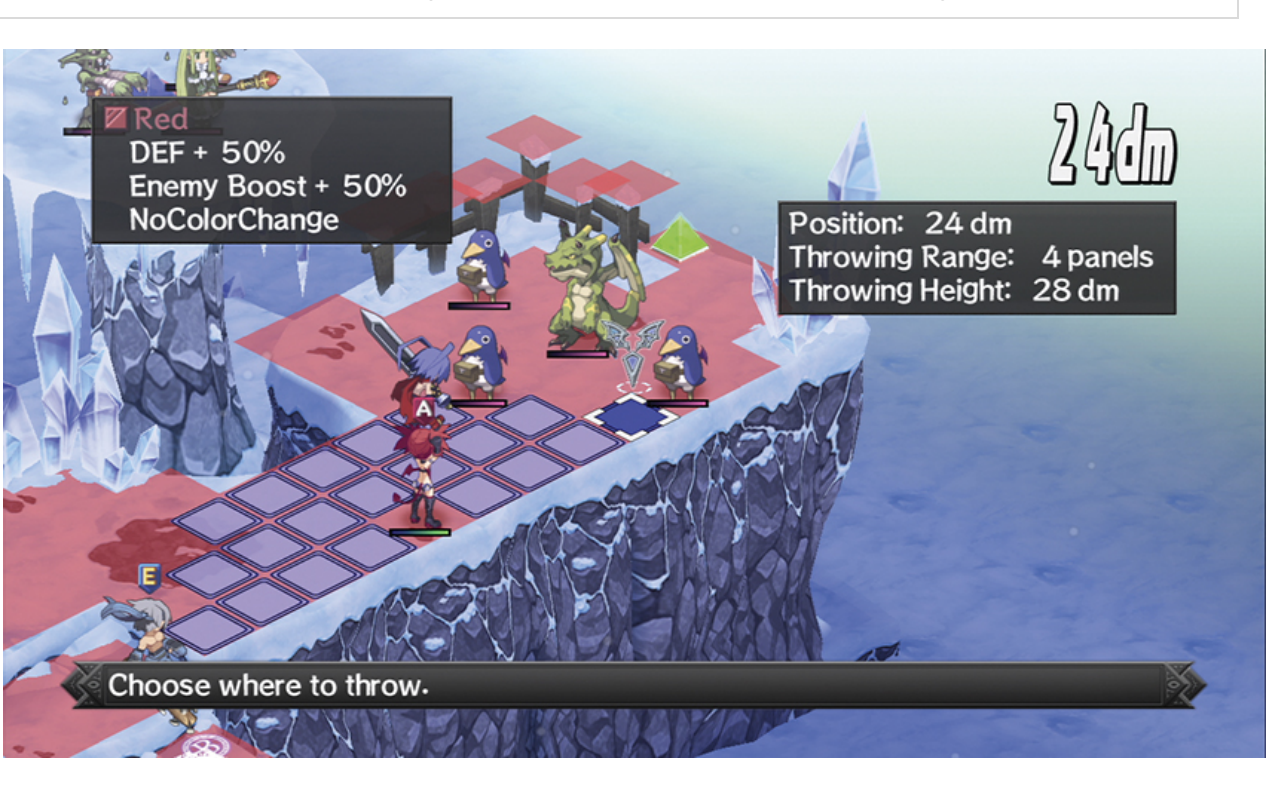
- Station Etna next to a Prinny.
- Station Laharl next to Flonne.
- Have Flonne on the map at the start of your third turn.

Freezing Winds



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Dragon	10	1	Wind Dominance	Slime Mucus	Kung-Fu Muscle	Sky High Dragoon
Pvt. Prinny	8	3	Explosive Body	Slime Mucus	Homemade Sweater	Prinny Blizzard, Speed Boost, Bomber Dood
Red Mage	8	2	Magic Creation	Magician's Wand	Safety Helmet	Wind
Zombie	8	4	Predation	Umbrella Bat	Safety Helmet	Poison Bite, DIEmension Slash

Geo Symbol	Geo Effect	Destroy
Red	DEF +50%	Red Change
Blue	Enemy Boost +50%	Blue Change
Green	No Color Change	Green Change


Red
DEF + 50%
Enemy Boost + 50%
NoColorChange
24dm
Position: 24 dm
Throwing Range: 4 panels
Throwing Height: 28 dm
Choose where to throw.

Red
DEF + 50%
Enemy Boost + 50%
NoColorChange
18dm
Bonus 0
Select Character
Slamdance
Allies/ Enemies
& Fast Move
Display Move Range & Bonus
Menu

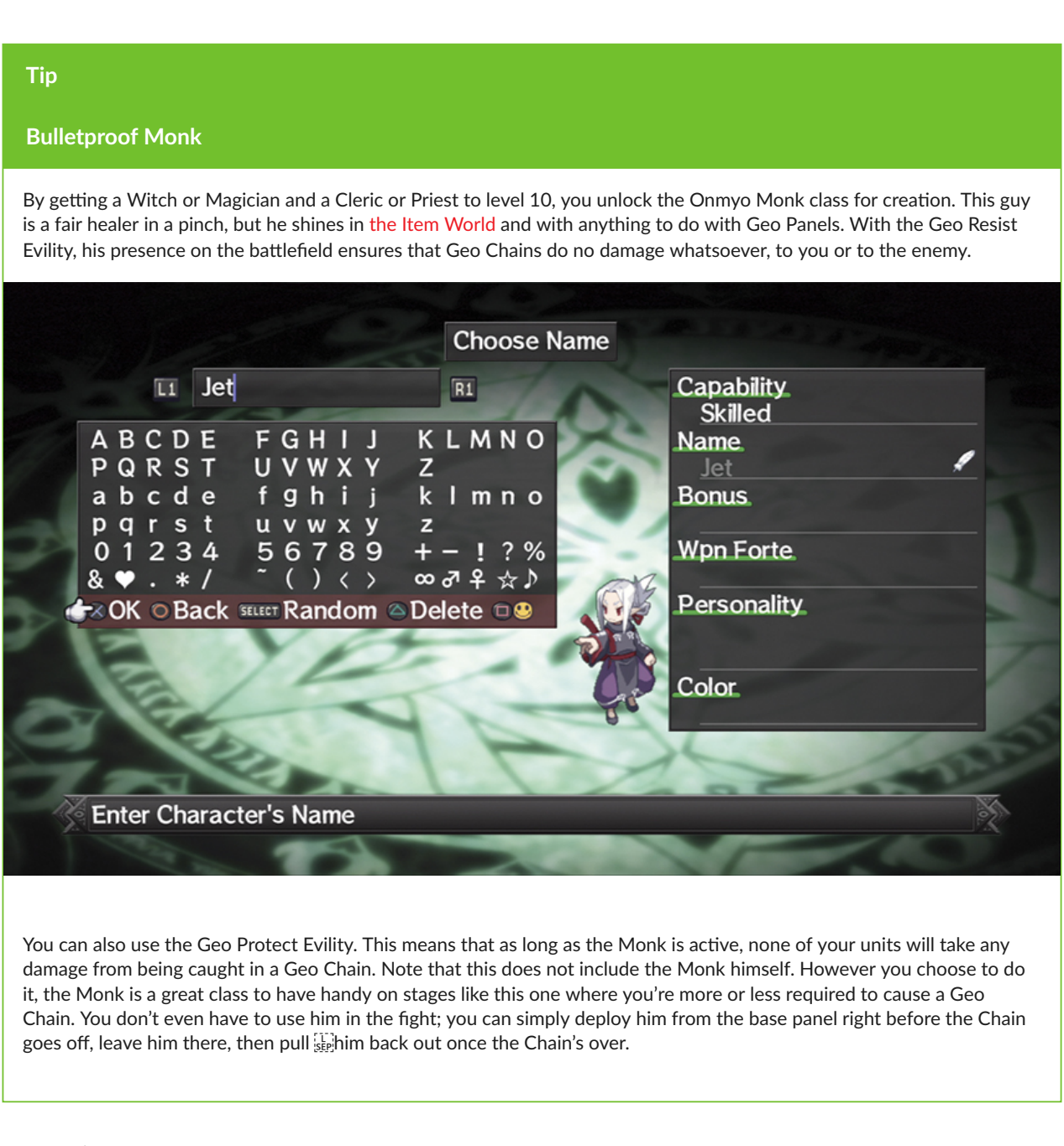
Realistically, you need to get rid of the Enemy Boost +50% effect right off the bat. Bring a character with high DEF, decent RES, and a Throw range of 5. Ideally, that character also doesn't have an elemental vulnerability to Ice spells. A Valkyrie or Fight Mistress will fit the bill nicely. Tower-throw him (or more likely her) next to the closest Prinny and use it as a grenade to take out the yellow Geo Symbol. This causes a Geo Chain that clears out the DEF +50% and Enemy Boost effects.

Without those, the Dragon is still a serious threat but it's not the bruiser it was when the Geo Effects were in play. The guy who did the throwing is likely to eat some damage, before you can get him to safety, from the Dragon, the two surviving Prinnies, and the Geo Panel explosion.

Tip

Bulletproof Monk

By getting a Witch or Magician and a Cleric or Priest to level 10, you unlock the Onmyo Monk class for creation. This guy is a fair healer in a pinch, but he shines in the Item World and with anything to do with Geo Panels. With the Geo Resist Evility, his presence on the battlefield ensures that Geo Chains do no damage whatsoever, to you or to the enemy.


Choose Name
Jet
ABCDE FGHIJ KLMNO
PQRST UVWXY Z
abcde fghij klmno
pqrst uvwxy z
01234 56789 +-!?%
OK Back Random Delete
Capability
Skilled
Name
Jet
Bonus
Wpn Forte
Personality
Color
Enter Character's Name

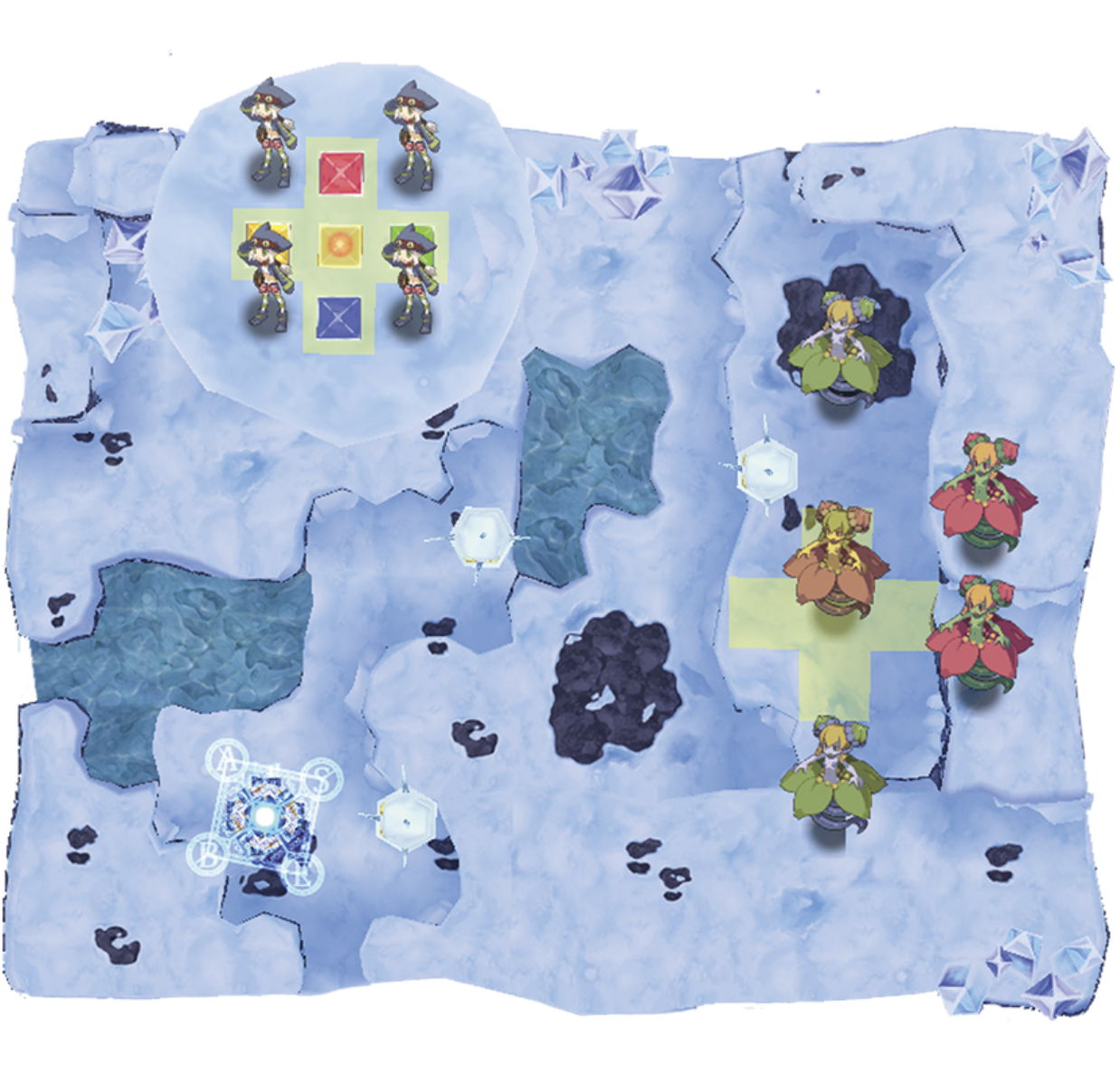
You can also use the Geo Protect Evility. This means that as long as the Monk is active, none of your units will take any damage from being caught in a Geo Chain. Note that this does not include the Monk himself. However you choose to do it, the Monk is a great class to have handy on stages like this one where you're more or less required to cause a Geo Chain. You don't even have to use him in the fight; you can simply deploy him from the base panel right before the Chain goes off, leave him there, then pull him back out once the Chain's over.

Once you've taken care of the enemy units on the ground, throw a couple of high-HP units up to the islands to deal with the Zombies and Witches. Unlike Cold Breath, these Zombies do know Poison Bite and will use it as soon as possible, so whoever you send after them should have enough HP and DEF to survive for a round or two without support. You should be able to reach them with a Cleric's Heal spell if it's level 3 or higher.

Map Events

- Station Laharl nextto Flonne.
- Station Etna next to Flonne.
- Make sure Laharl is on the map at the start of your third turn.

Winter Ridicule

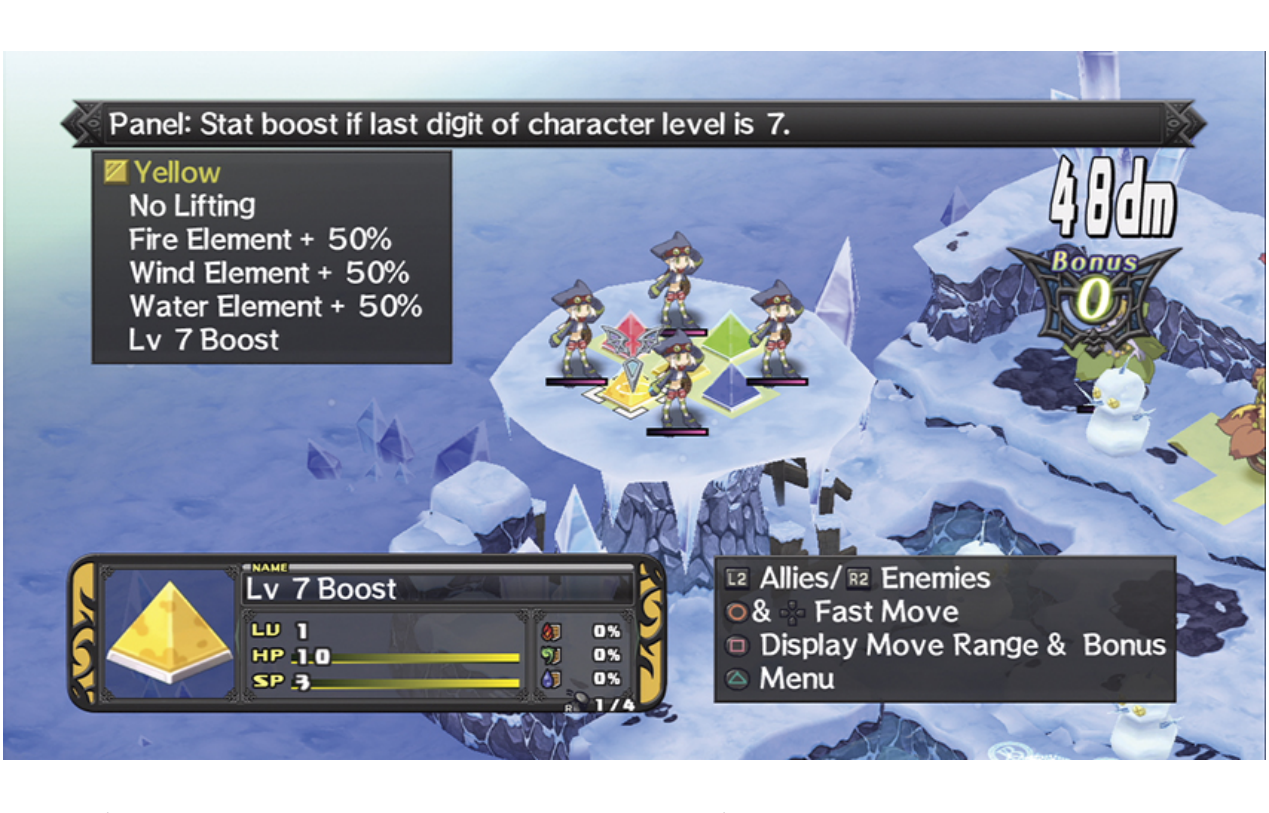


Class	Lv	Qty	Evility	Weapon	Armor	Skills
Thief	8	4	Treasure Sensor	Netherworld Mk 4k	-	Tri Burst, Dark Matter Ether
Alraune	7	5	Detox Aroma (x2), Sweet Aroma (x2), Shielding Aroma	Cunning Emblem	Homemade Sweater	Wind, Shield, Magic Wall, Moon Spike

Geo Symbol	Geo Effect	Destroy	Note
Null	No Lifting	Clear	-
Yellow	Lv 7 Boost	Yellow Change	-
Red	Fire Element +50%	Red Change	-
Blue	Water Element +50%	Blue Change	-
Green	Wind Element +50%	Green Change	-

Shield
DEF UP!

The Alraunes benefit from a web of complementary Evilities that gives them a passive 40% heal once per turn, a free ailment cure, and a 30% DEF/RES boost. They won't move from the Geo Panels that are buffing their stats and elemental affinities and they'll spend every turn casting Shield and Magic Wall on each other until you're in a position where one of them can attack you.


Panel: Stat boost if last digit of character level is 7.
Yellow
No Lifting
Fire Element + 50%
Wind Element + 50%
Water Element + 50%
Lv 7 Boost
48dm
Bonus 0
Lv 7 Boost
Allies/ Enemies
& Fast Move
Display Move Range & Bonus
Menu

As such, it's not a good idea to get anywhere near the Alraunes until you've dealt with the Geo Symbols. A character with a high movement rate and a Gun can take them out on the first turn by destroying the No Lifting Symbol, but that character is likely to be swarmed and killed by the Thieves shortly thereafter.

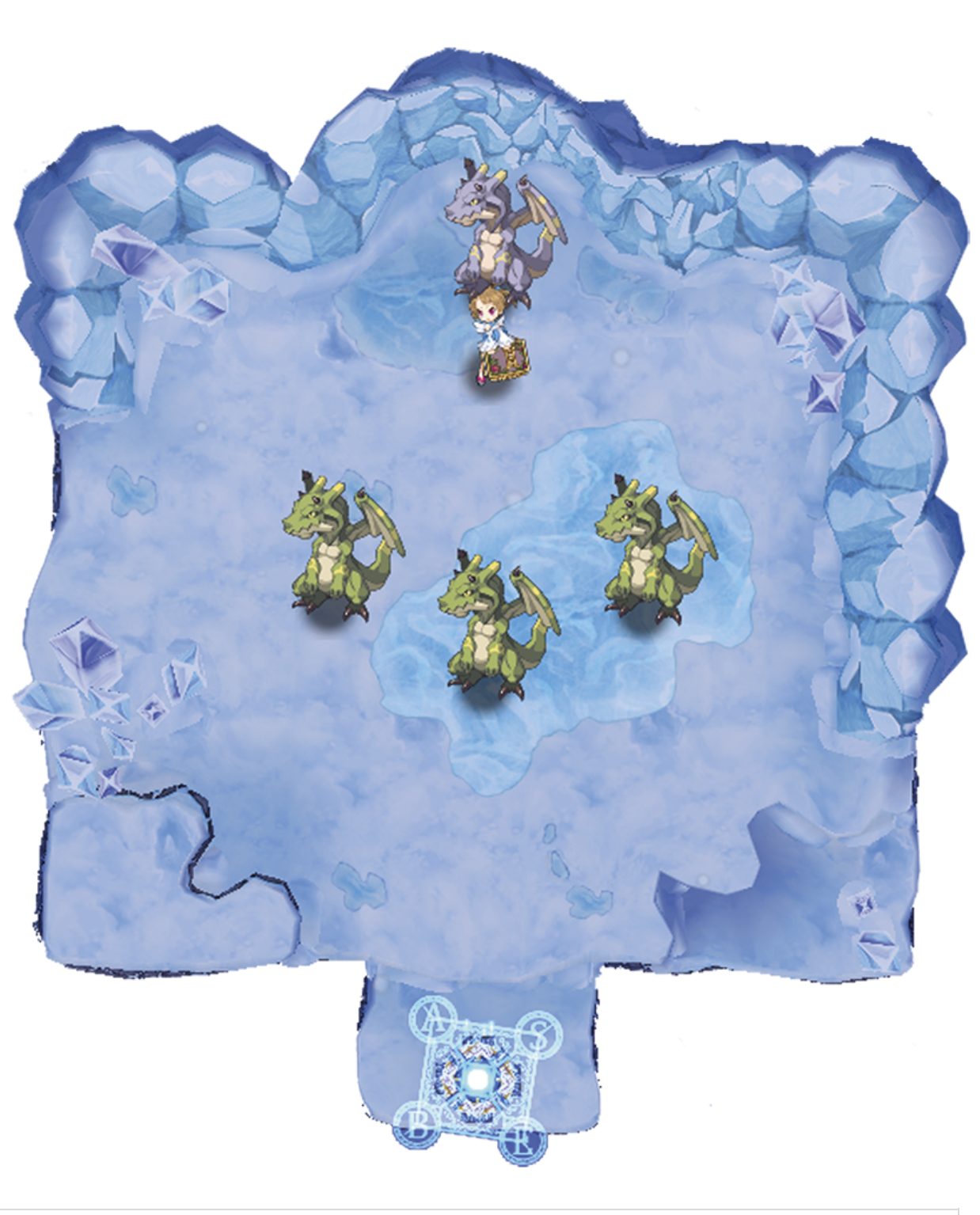
Select a target.
Accuracy Change
Geo Symbol 99%
Geo Symbol
Biff
Water Element + 50%

Another option you've got is to deploy a single character on your first turn and stand in the corner of the map behind your base panel. The Thieves will hop down from their perch and come to attack you, which lets you take them out without coming under fire (or, er, Wind) from the Alraunes. Deal with the Thieves and destroy the Geo Symbols, then move to engage the Alraunes. Without the bonuses from the Geo Panels, they aren't hard to defeat.

Map Events

- Have Etna attack an enemy unit.
- Flonne uses a Protect Action on Etna.
- Station Laharl next to a Prinny.

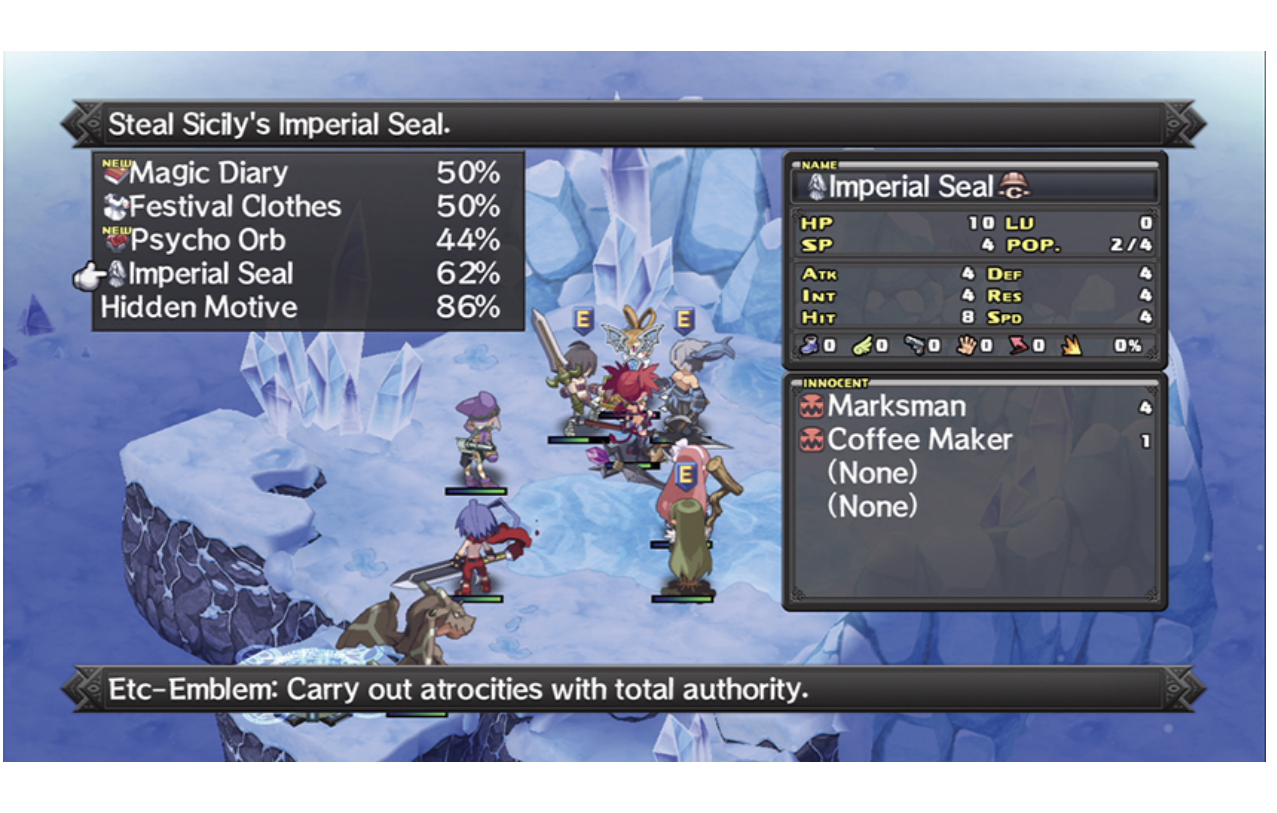
Silver Witch



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Dragon	8	3	Wind Dominance	Slime Mucus	Festival Clothes, Kung-Fu Muscle	Sky High Dragoon	-
Fafnir	10	1	Air Charge: Increase stats by 5% every time a unit on the map uses a Wind skill.	Slime Mucus	Festival Clothes, Kung-Fu Muscle	Sky High Dragoon	-
Sicily	12	1	????: Elemental damage taken is decreased by 75%.	Magic Diary	Festival Clothes, Psycho Orb, Imperial Seal	Angelic Knuckle, 451 Degrees of Evil, Gone with the Cotton, Magic Wall, Shield, Star, Mega Star	-

The first or second thing Sicily does is jump on her higher-level Dragon buddy's back. She'll then buff herself with Shield while the three weaker Dragons are slowing you down. Dragons have a high Counterattack rate and do a lot of melee damage, so keep a layer of high-DEF meat shields between them and your casters.

Once Sicily and her pet Dragon are in range, scatter. She can do a startlingly high amount of AoE damage with Sky High Dragoon, and once you handle the Dragon, she can keep up the pressure with Gone with the Cotton. Staying clustered up for a combo attack is a bad move unless you're absolutely certain Sicily will not survive the next turn.


Steal Sicily's Imperial Seal.
Magic Diary 50%
Festival Clothes 50%
Psycho Orb 44%
Imperial Seal 62%
Hidden Motive 86%
Imperial Seal
Marksman
Coffee Maker
(None)
(None)
Etc-Emblem: Carry out atrocities with total authority.

Sicily is carrying an Imperial Seal, which is well worth stealing. You can also grab Kung Fu Muscles from the Dragons, which lowers their HP and makes it easier to take them out.

On subsequent visits, this map is a fight against four level 8 Dragons with identical stats and equipment. It's a good place to farm for Mana or to steal Kung Fu Muscles.

When you defeat Sicily, you get the Little Angel Wrangler Trophy. Alternatively, if you lose to Sicily, which is entirely possible, you'll receive an early ending.

Map Events

- Sicily attacks Laharl.
- Etna approaches Sicily.
- Flonne approaches Sicily.

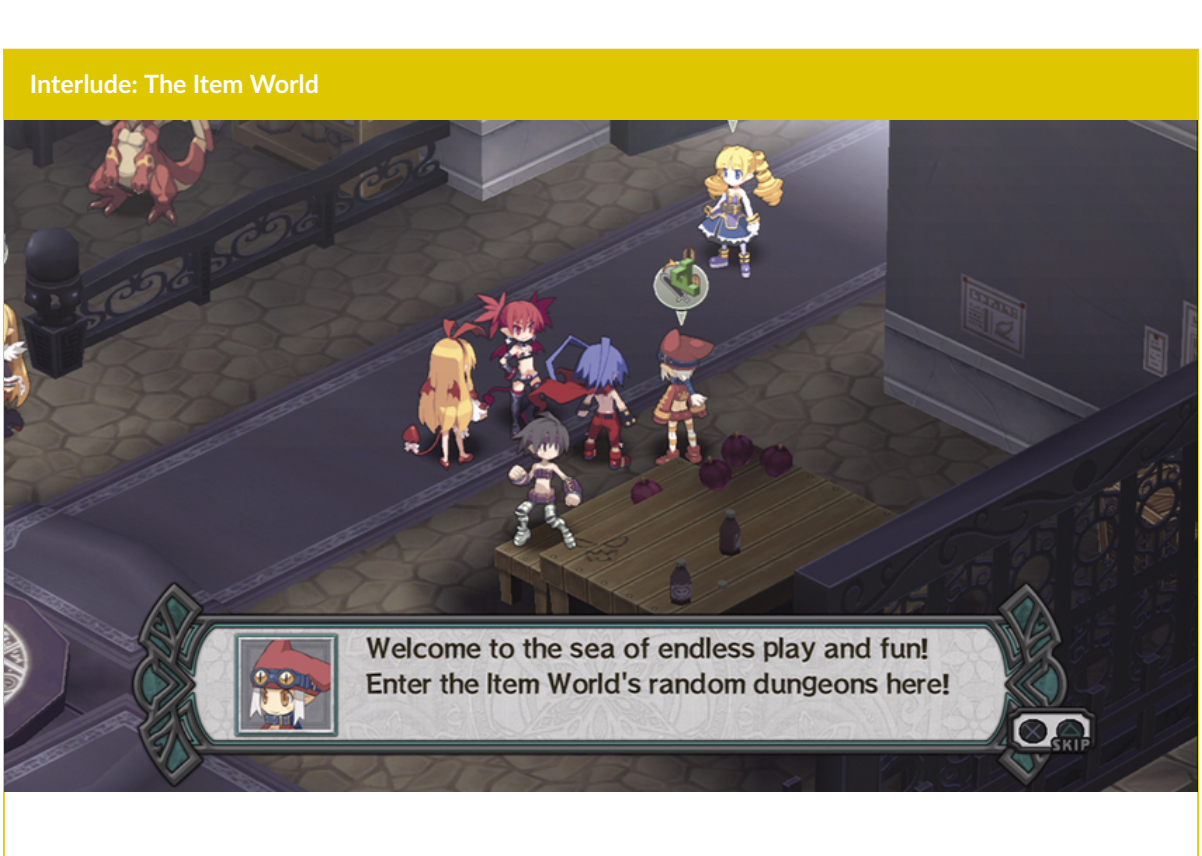
Episode 3: The Netherworld's Evilest Warrior

You can now put one of your characters through Waterfall Training at the Demon's Dojo. The maximum multiplier at the Cheat Shop has risen to 115%, and the minimum has dropped to 70%.

For this episode's treasure chests, look in Laharl's bedroom, next to the broken jukebox in the indoor garden, and over by the Rosen Queen Trading Company's counter.

You've also gained Sicily as a party member, and she'll remain in your roster until the end of the game. She enters the game equipped with a Magic Diary and Festival Clothes. She makes an excellent support character, buffing your units with Shield and Magic Wall or bringing the hurt with her Book skills. Her Evility, Li'l Sis Aura, causes her to take 75% less damage from elemental attacks, which makes her a surprisingly effective fighter against enemy spellcasters.

Interlude: The Item World


Welcome to the sea of endless play and fun!
Enter the Item World's random dungeons here!

As you'll be told when you talk to Meaver, the dimensional portal in Laharl's Castle has some issues and is under repair. To kill time until it's fixed, the game gently recommends—in that there's nothing else you can do—a visit to the newly reopened Item World. Talk to Minato the Thief to start the trip.

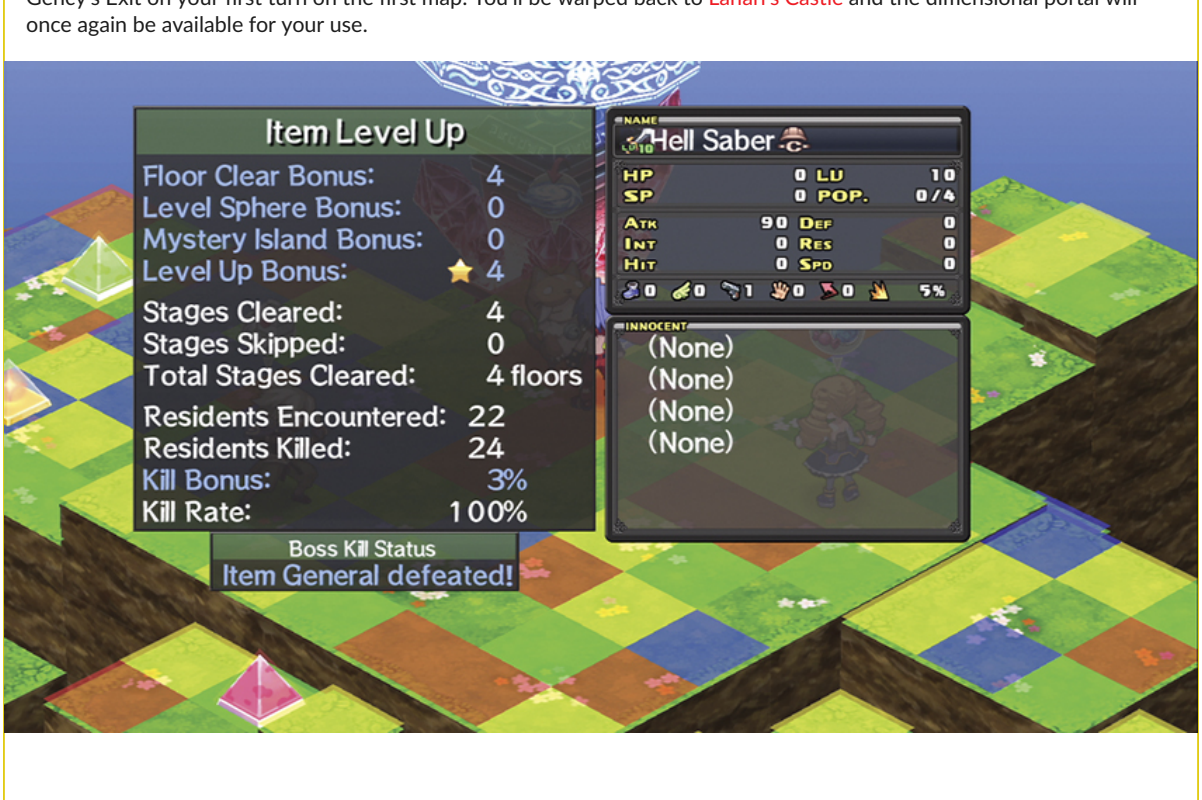
The Item World is randomized and is different on every visit, so it's impossible to advise you. The quality of the item you're exploring will determine the power of the local enemies, and you can end up fighting any humanoid or monster unit in the game, wielding any available weapon.

This is an opportunity to get some free levels and gear before you go on with the game. From here on out, there's a substantial jump in enemy power with each new Episode, and the Item World offers you the most efficient way to even the odds. If you go through 10 floors of an item and opt to leave after defeating the Item General, the item you're exploring will receive a substantial boost to its stats. Combined with the EXP and Mana you earn in the Item World and the usually lucrative Bonus options on every floor, you're likely to come out of a successful Item World run with a much more effective roster than you had when you went in. You can then equip whatever item you leveled up to dramatically improve a single character's abilities.

We recommend that you buy one of the higher-end weapons that are currently available from the Rosen Queen Trading Company, such as a Hell Saber, and use it for your current trip. With a Hell Saber or a weapon of similar quality, the enemies in the Item World will start around level 7 and top out around 18 or so on the 10th floor, where you'll encounter a powerful Item General. Defeat it and clear the map to return to Innocent Island, where you have the option to leave the Item World by talking to Popo.

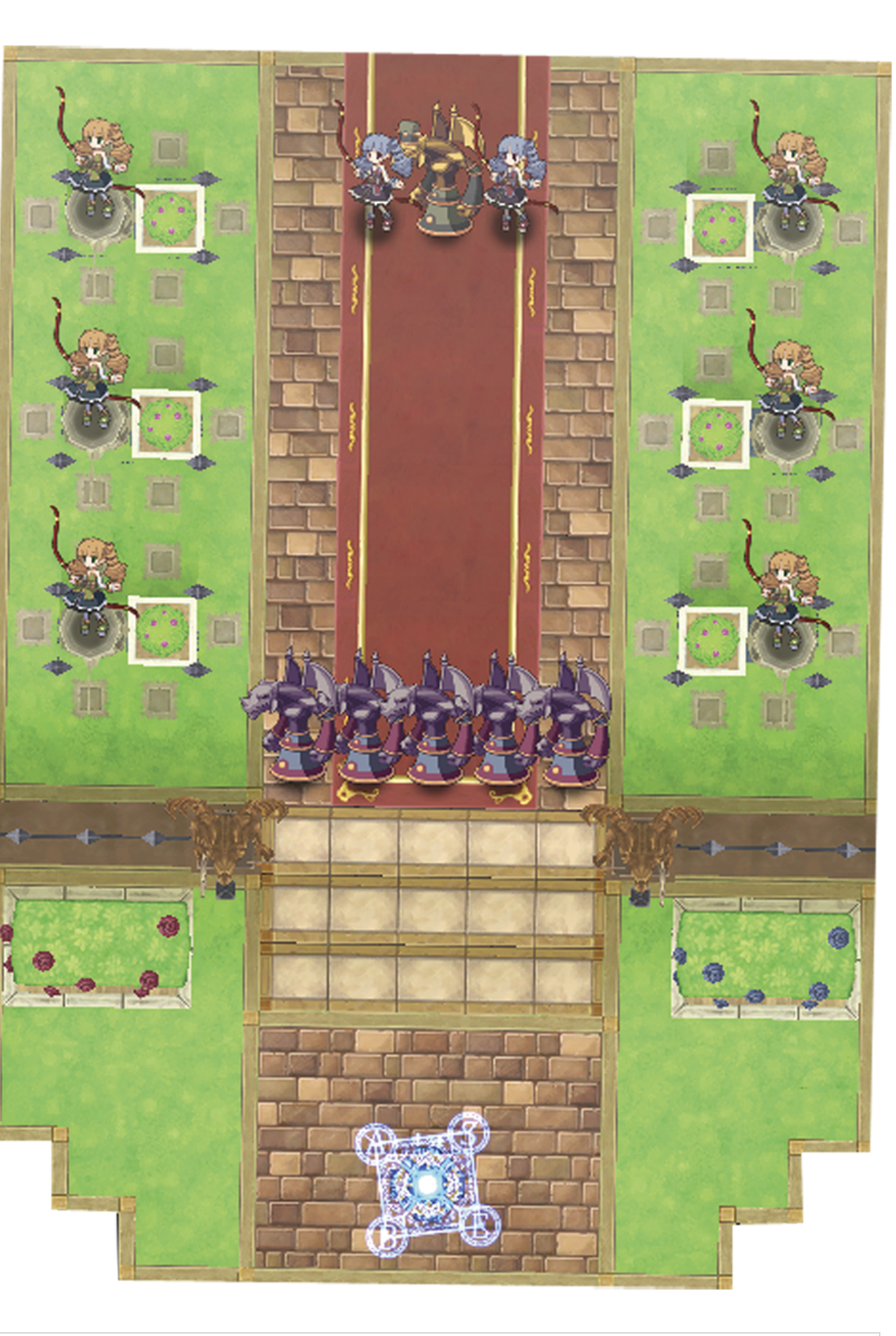
When you decide to enter the Item World, you can talk to Minato on the first Innocent Island to receive a free Mr. Gency's Exit, which any of your characters can use at any point during a fight to instantly transport your army back to Laharl's Castle. If at any point thereafter you speak to Minato on Innocent Island and you don't have a Mr. Gency's Exit in your inventory, he'll give you one.

If you simply want to get on with the Episode, pick whatever item you like to enter the Item World, then use that free Mr. Gency's Exit on your first turn on the first map. You'll be warped back to Laharl's Castle and the dimensional portal will once again be available for your use.


Item Level Up
Floor Clear Bonus: 4
Level Sphere Bonus: 0
Mystery Island Bonus: 0
Level Up Bonus: 4
Stages Cleared: 4
Stages Skipped: 0
Total Stages Cleared: 4 floors
Residents Encountered: 22
Residents Killed: 24
Kill Bonus: 3%
Kill Rate: 100%
Boss Kill Status
Item General defeated!

However you choose to proceed, you unlock the Search Route option at the Cheat Shop after your first visit to the Item World. You'll also be able to use a Sail Boat on your next trip into the Item World, which allows you to go as low as the 60th floor in a rare-quality item.

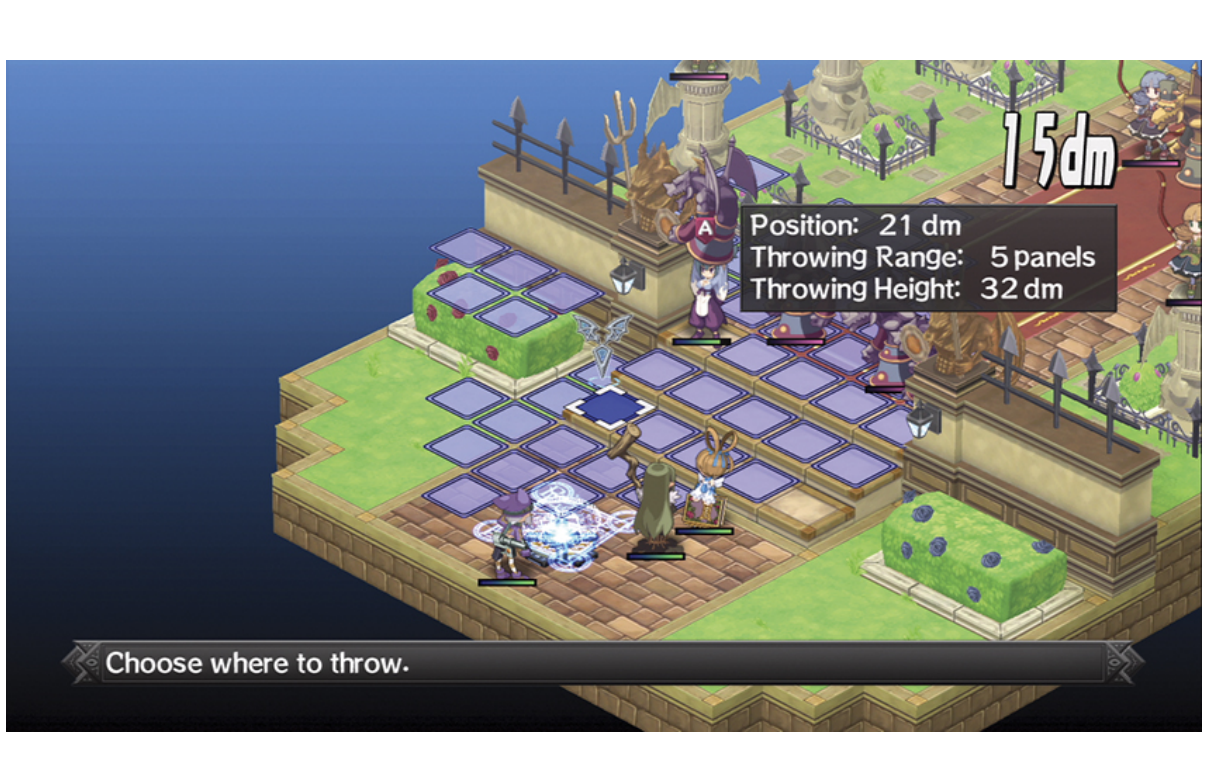
Castle Wall Defense



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Gargoyle	9	5	Stone Statue	Sacrifice Emblem	Buckler	Flying Press, Wind, Granite Checkmate
Archer	7	6	Acceleration Shot	Long Bow	Homemade Sweater	Dark Spica, Bright Canopus
Archer	9	2	Sniping	Long Bow	Buckler	Dark Spica, Bright Canopus
Grosso	13	1	Shut-in Officer	Cunning Emblem	Buckler, Psycho Orb	Fall & Press, Checkmate, Mega Fire, Mega Wind, Star, Mega Star, Poison

If you're still around level 7 to 9, this stage can be quite difficult. The Gargoyles' Evility means they enjoy a very high DEF as long as they don't use the Move command, which lets the Archers move in behind them and pick you apart from a safe distance. The Gargoyles themselves aren't lightweights either, and can do high damage with Wind spells, Counterattacks, or their Flying Press skill.

You have two options here. One is to disrupt the effect of the Gargoyles' Evility by using skills that knock them around. Most of these skills happen to be available to Fist wielders, such as Triple Strike. A Martial Artist with the Fury Evility is actually quite effective against the Gargoyles, as their Counterattacks rapidly get powerful enough to punch through even their boosted DEF.



Another possibility is to set up your forces for a Combo Attack, then send in a single unit to throw the Gargoyles into position one at a time. Throwing a unit doesn't remove the effect of movement-based Evilities like Stone Statue, but if you start a long combo chain with an Axe-wielding Warrior, you can grind the Gargoyles down with surprising ease.

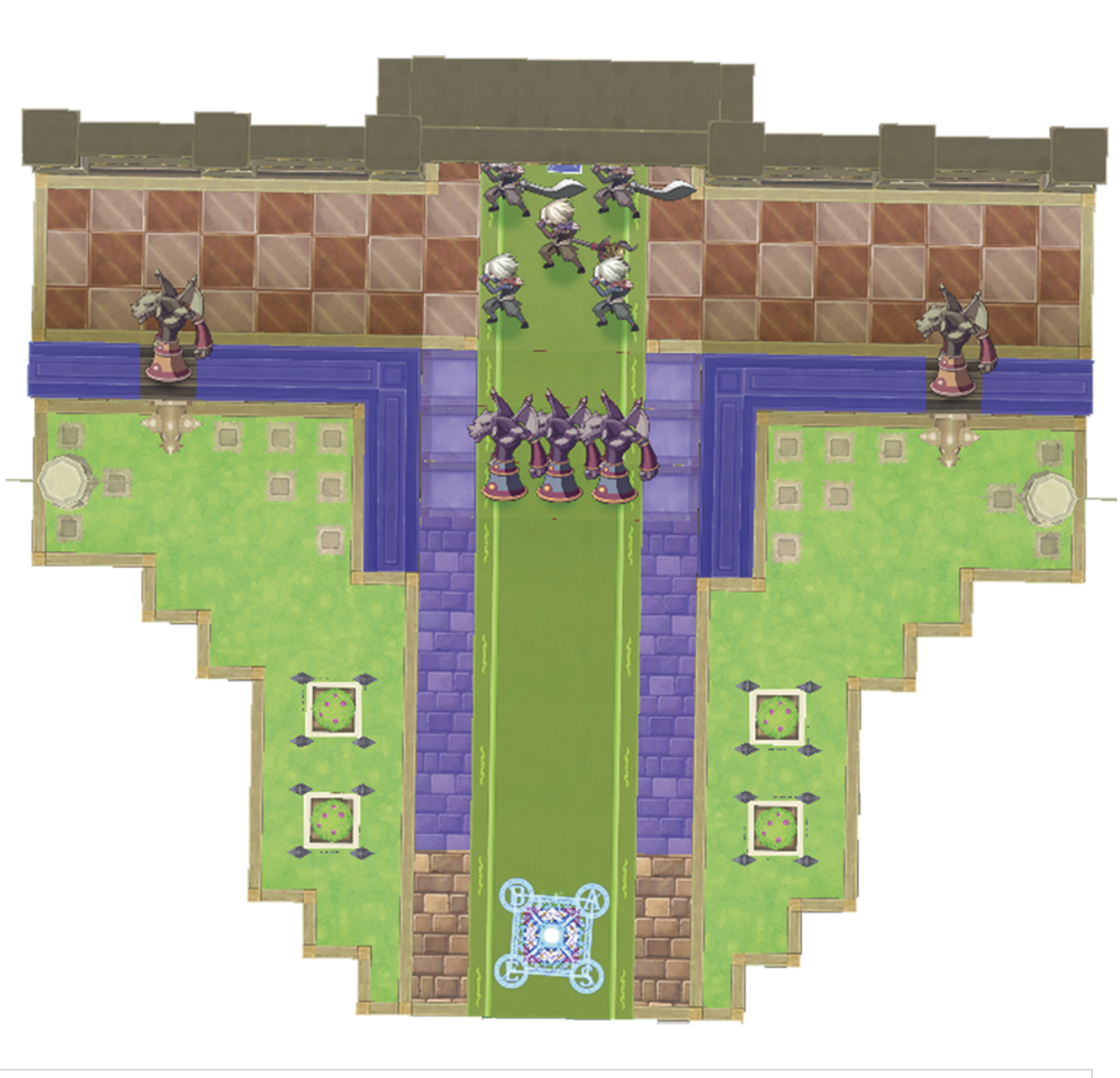
Once you've dealt with the Gargoyles, the Archers shouldn't be a problem. They'll do some damage before they go, but they crumple if you have the chance to hit back. Grosso can be lethal, using spells like Mega Star, but you should be able to take him once you've burned through most of his backup.

On a second visit to this stage, Grosso is absent.

Map Events

- Laharl enters the panel next to Grosso.
- Grosso attacks Laharl.
- Laharl, Etna, and Sicily stand in a row.

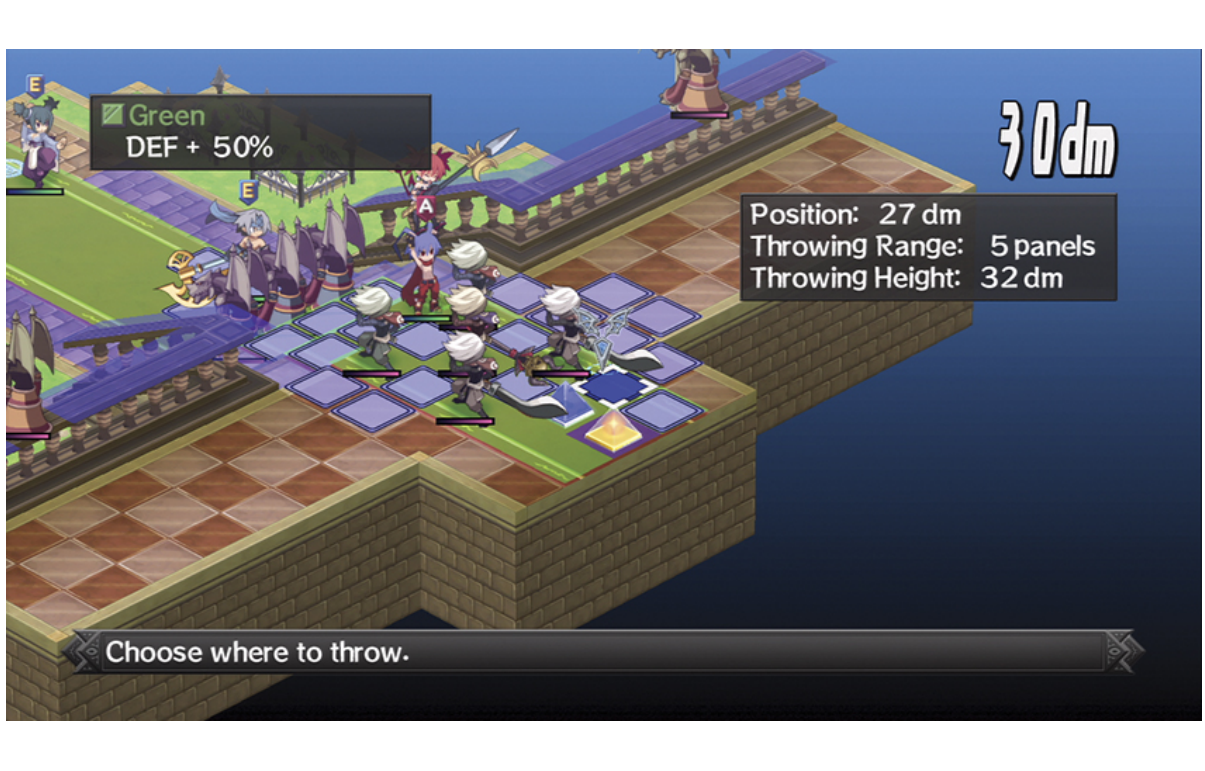
Heartless Main Gate



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Gargoyle	10	2	Turbo Boost	Depraved Emblem	Buckler	Flying Press, Wind, Mega Wind, Granite Checkmate
Gargoyle	11	3	Stone Statue	Depraved Emblem	Buckler	Flying Press, Wind, Mega Wind, Granite Checkmate
Genin	12	2	Mirage	Protective Gloves	Bug Hero Suit	Armor Break, Resist Break, Poison, Stun
Genin	12	1	Misty Haze	Undead Staff	Bug Hero Suit	Armor Break, Resist Break, Poison, Stun
Genin	12	2	Flame Haze	Khukuri	Bug Hero Suit	Armor Break, Resist Break, Poison, Stun

Geo Symbol	Geo Effect	Destroy
Null	No Entry	Clear
Blue	DEF +50%	Blue Change

This fight is a lot like the last one, but this time the Gargoyles with the Stone Statue Evility are also benefiting from a DEF +50% Geo Effect. The idea is that they slow you down for long enough that the Genin come in behind them and Poison all of your units, the damage from which is both high and unaffected by either DEF or RES.



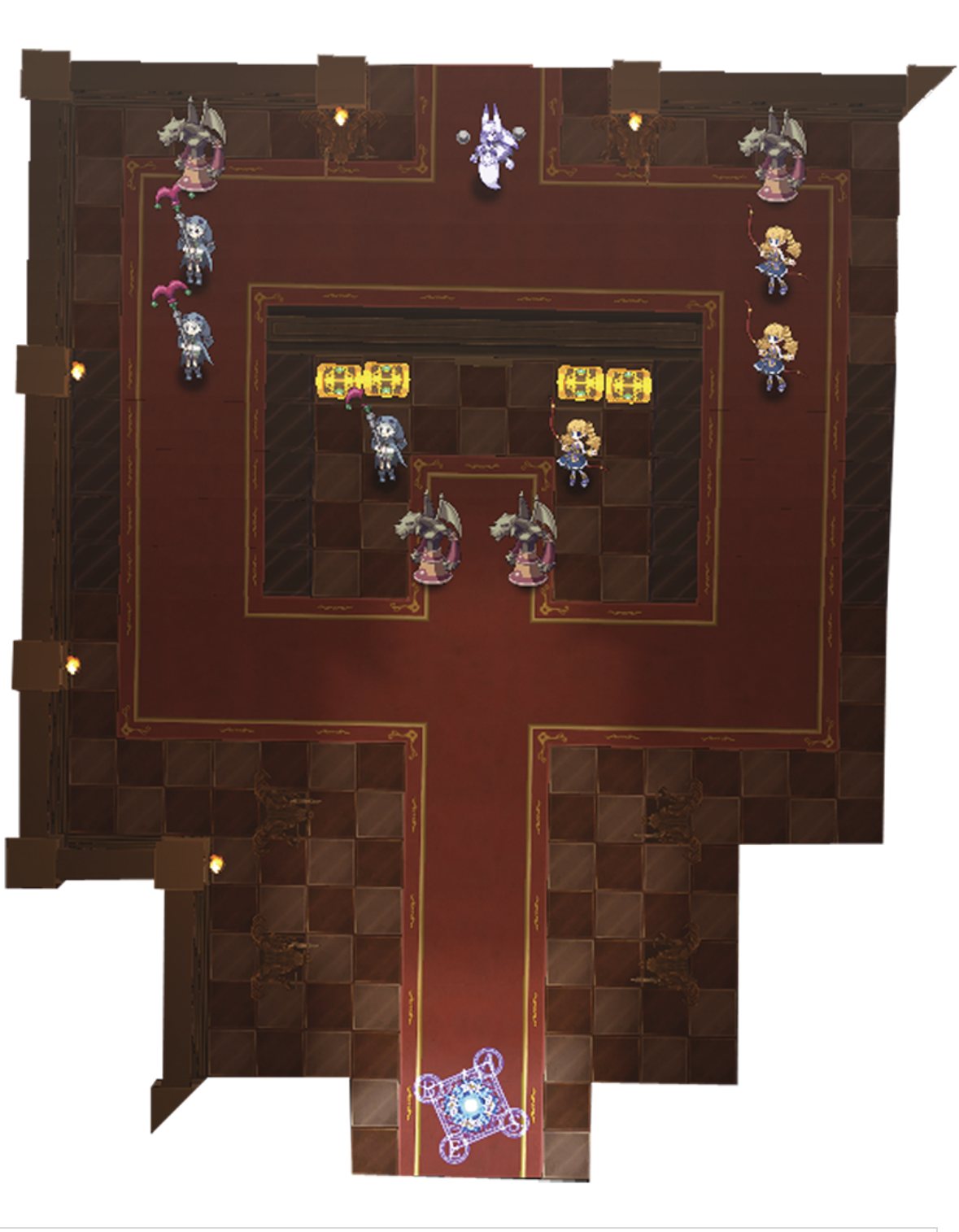
If you use a tower throw to pitch a character over by the Genin and destroy the yellow Geo Symbol, it makes the fight a lot more even. The Genin's first reaction to seeing one of your units within their range is going to be bombarding that unit with Stun and Poison spells, which are dangerous but survivable, and without the DEF +50% effect a character like Etna or Laharl can wipe the floor with them.

One word of warning: if you destroy the blue Geo Symbol first, it switches every Geo Panel on the map over to a No Entry Effect. This means that any character that's standing on the Panels is now unable to move unless you can destroy the yellow Geo Symbol. This can put you in a very bad situation if whoever's standing by the Geo Symbols doesn't have a convenient method by which they can reach it, as your active units are likely to be slowly picked apart by Wind spells and Poison damage.

Map Events

- Have Laharl deployed at the start of your second turn.
- Have Sicily deployed at the start of your fourth turn.
- Station Laharl next to Sicily.

Evil Plans Foyer



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Gargoyle	12	4	Turbo Boost	Cunning Emblem	Buckler	Flying Press, Wind, Mega Wind, Granite Checkmate
Green Skull	12	3	Sorcery Depletion	Pixy Rod	Buckler	Ice, Mega Ice
Archer	12	3	Fly Swatter	Long Bow	Buckler	Dark Spica, Bright Canopus
Rainier	14	1	Artifact Collector: increase stats of ally units by 5% for every treasure chest on the map.	Porcupine Needle	Gas Mask	Move!, Jump Jump Jump!, Tentacle of Death, Along with Rainier, Mega Ice, Mega Heal, Enfeeble, Mind Break

I will engrave into that sexy body of yours
just how terrifying I am!

Rainier isn't a big threat by herself. Like any other Sea Angel, she knows an assortment of buff spells like Move Move Move! and Jump and she's good with Ice magic. The real issue comes from her Evility, Artifact Collector, which provides her allies with a 5% stat boost for every treasure chest present on the current map. There are four of those chests directly ahead of you when you enter, and Rainier's backup will immediately rush you in such a way as to prevent you from destroying them.

Granite Checkmate

The Archers and Green Skulls both do a lot more damage than normal due to Rainier's 20% stat buff, but the real danger from this fight is from the Gargoyles. The two back by Rainier will end up giving a ride to the nearby Archer and Green Skull, which lets them use the powerful multitarget mounted skill Granite Checkmate. This forces you to split up your crew, as Granite Checkmate has a huge hit zone and can inflict some serious pain.

When you have the opportunity, use a couple of characters with Bows or Guns to take out the treasure chests and cut the stat buff Rainier's providing. Rainier herself is a slightly above average Sea Angel, and as you'll find out, Sea Angels are one of the least durable units in the game.

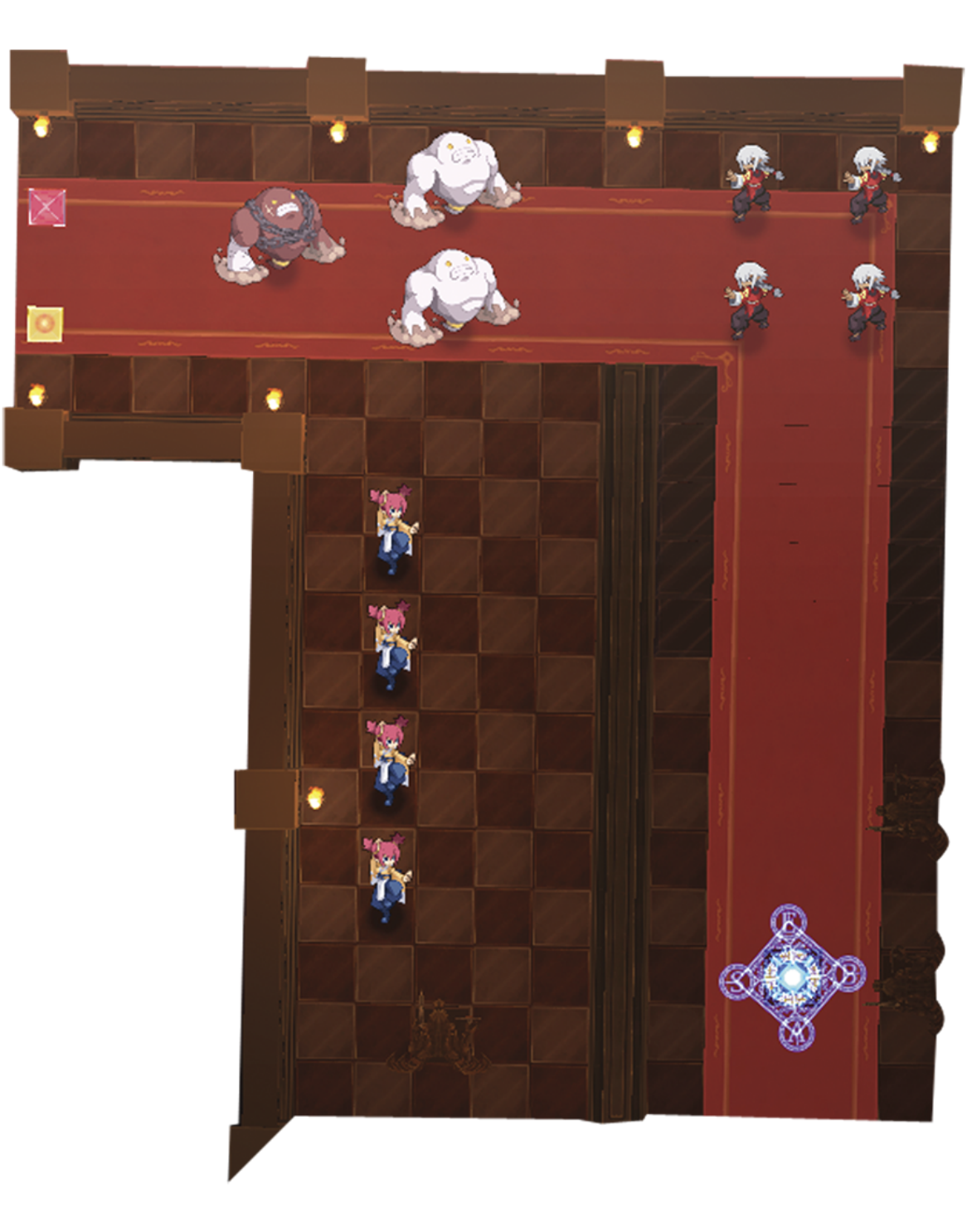
On a second visit to this level, the only difference is that Rainier is absent and she has taken her treasure chests with her.

Map Event

- Bring Laharl within one square of Rainier.
- Etna and Flonne use a Team-Up Attack on Rainier.
- Sicily attacks Rainier.

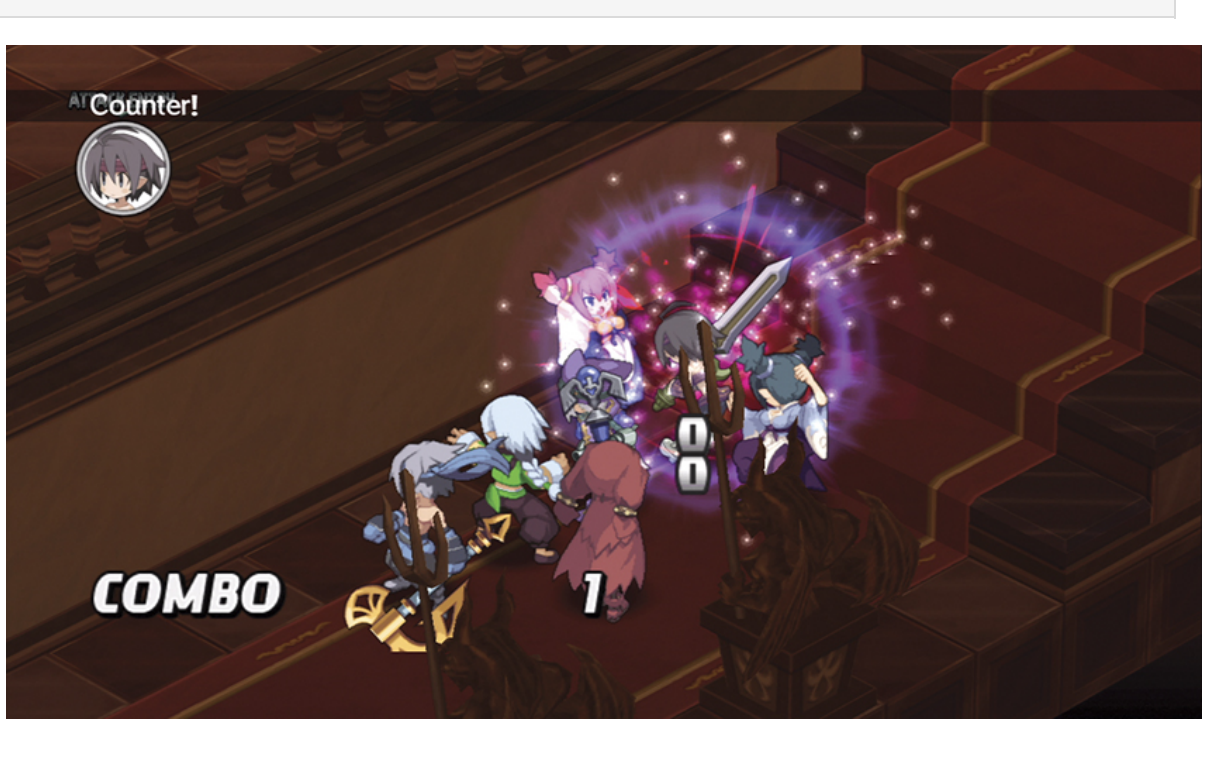
Are you really curious about my body?
Feel free to look with your hands!

Conspiracy Landing



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Wind Spinner	14	4	Double Counter	Crap Beater	Bug Hero Suit	-
Fight Artist	14	4	Fury	Crap Beater	Bug Hero Suit	-
Golem	15	2	Reversal Power	Porcupine Needle	Bug Hero Suit	Nether Lariat, Lantern Wish
Garungun	16	1	Fabricated Setting: when HP is under 25%, heal and increase stats by 30% for 3 turns.	Porcupine Needle	Bug Hero Suit	Spinning Shock, Godly Machine

Geo Symbol	Geo Effect	Destroy
Null	DEF +50%	Clear
Red	DEF +50%	Red Change



Most of the floor on this stage is covered in Geo Panels that are providing a total of +100% to affected units' DEF stat, and both of the responsible Geo Symbols are all the way across the map by Garungun. It's possible to destroy them early on if you use a tower throw to reach them, but it's not worth the hassle, particularly since half the units you use to do the throwing will be punched to death on the next enemy turn.

Select a target.
Attack Correction
Change
Pearl
+ 0%
Chance of Team Attack
Biff
75%
Pearl
Biff
Slamdance
LV 16
HP 390
SP 38
Pearl
LV 14
HP 326
SP 56

Every opponent on the map is a powerful melee combatant, so having the extra DEF is actually very useful. The risk comes from the Fight Artists and their Fury Evility. It's easy for them to get into a flurry of exchanging Counterattacks with one of your melee units, particularly your own Fist wielders, and that boosts their ATK stat up to the point where they'll murder people even with the DEF +100% Effect.

What you can do is stick to the Geo Panels near your starting point and do your best to force the Wind Spinners and Fight Artists to approach you on the side area, where they aren't receiving the benefit of the DEF +100% effect. This is done by setting up your toughest units in a defensive line across the corridor, so any enemy that approaches has to stand in one of the empty squares to attack.

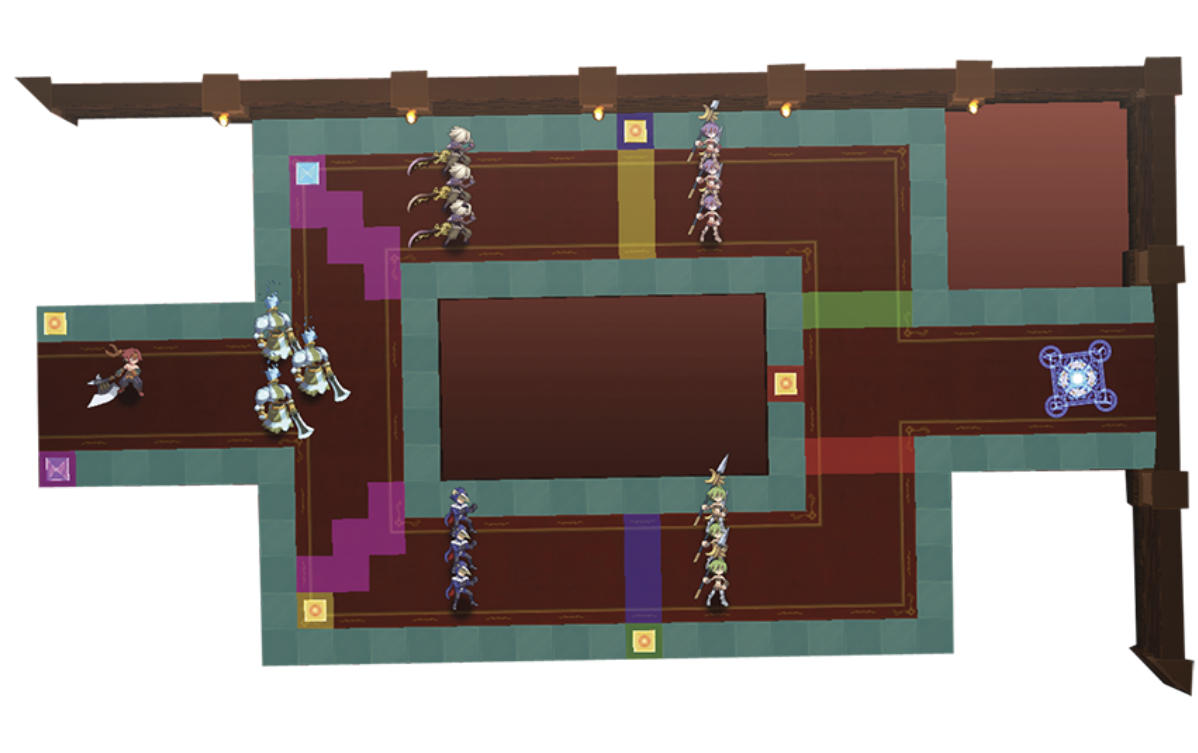
Garungun and his Golem buddies can attack from up to two squares away, and Garungun's Evility makes him powerful enough that you'll want to make sure you kill him in a single turn. If he's allowed to dip below 25% after an attack and survive, he gets a full heal and a 30% stat bump that makes him much more dangerous.

On a second visit to this stage, Garungun isn't here. Everything else is the same.

Map Events

- Etna enters the panel next to Garungun.
- Flonne attacks Garungun.
- Laharl attacks Garungun.

Corridor of Hell



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Lady Fighter	14	6	Assault Attack (x3), Cooperativeness (x3)	Halberd	Cross-Trainers, Safety Helmet	Impaler Drop, Blade Bash
Genin	15	3	Misty Haze	Dragon Blade	Cross-Trainers, Safety Helmet	Blade Rush, Hurricane Slash, Armor Break, Resist Break, Poison, Stun
Masked Hero	15	3	Rapid Movement	Crap Beater	Cross-Trainers, Safety Helmet	Triple Strike, Double Shadow
Killer Armor	15	3	Flames of Revenge	Slime Mucus	Gas Mask	Lightning God Slash, X-Slash
Warrior	15	1	Shaking Excitement	Warrior Axe	Bug Hero Suit	Boulder Crush, Helmet Crush

Geo Symbol	Geo Effect	Destroy	Note
Null	No Entry	Clear	-
Null	No Entry	Clear	-
Null	No Entry	Clear	-
Null	No Entry	Clear	-
Aqua	No Entry	Aqua Change	-
Null	No Entry	Clear	-
Purple	[none]	Purple Change	-

This is an interesting stage because it forces you to split your troops. You must destroy each accessible Geo Symbol in turn to lower the No Entry Effects that are keeping you from the enemy units on the other side of the map, but each group you encounter has a different gimmick that can be difficult to counteract.

The Spear-wielding Valkyries, for instance, can hit you straight through the No Entry barricades with Blade Bash or Impaler Drop, although the latter vaults them clean over the No Entry tiles and probably leaves them in a bad position. The Genin have Swords and can use Blade Rush or their assortment of status ailments to hit you from a distance, while potentially evading much of your counterattacks due to their Misty Haze Evility. Finally, the Masked Heroes have a very high movement rate, gain evasion based upon how many squares they've traversed that turn, and can walk right through your defensive line to pummel the hell out of your healers and spellcasters.

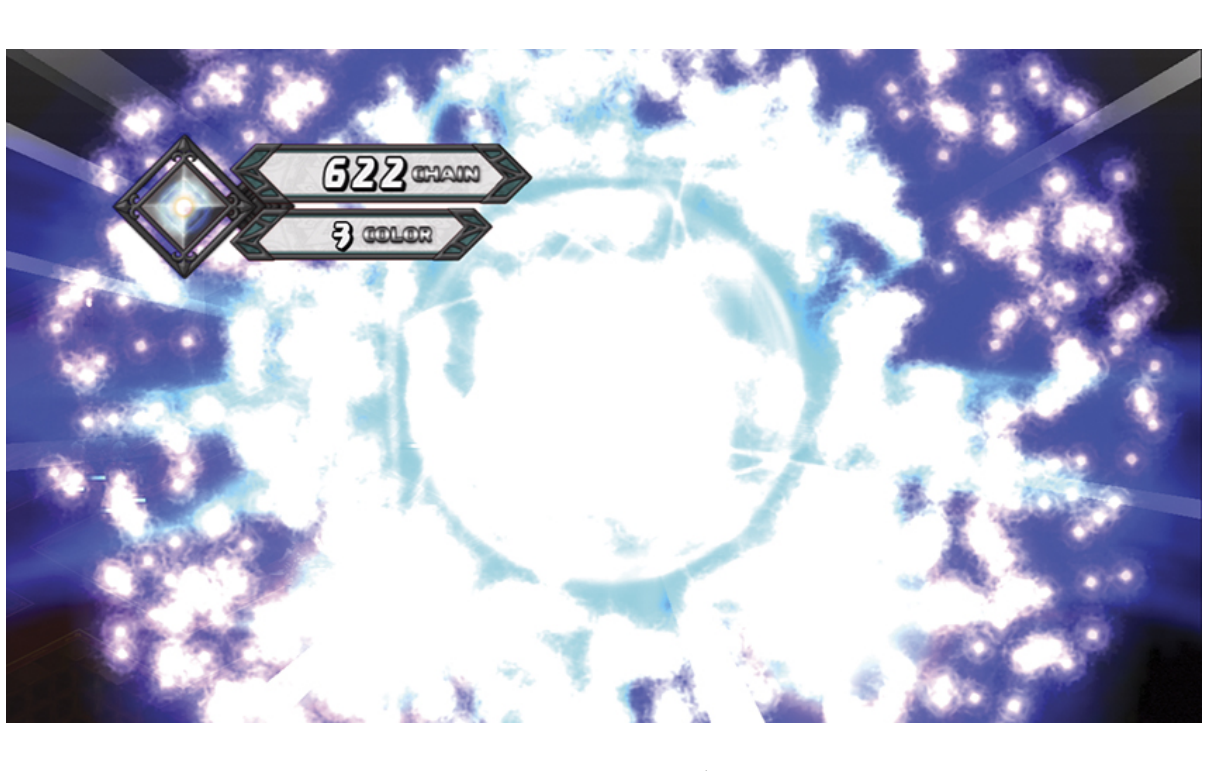
Split up your team into two groups of five, both of which should have a capable healer with them, such as a Cleric, Priest, or Flonne. It also doesn't hurt to have Spear- or Sword-wielders of your own to whittle down enemy troops through the No Entry panels, and somebody with a Bow is useful to expediently destroy the Geo Symbols. You'll fight the two groups of Valkyries, followed by the Masked Heroes and the Genin, as you reach and take out each No Entry Symbol in turn. The last Symbol you destroy will also set off a chain reaction that clears all the remaining Geo Panels off the map.

12dm
Bonus
0
Flames of Revenge
Increase ATK by ally units defeated x 20%.
Allies/ Enemies
& Fast Move
Display Move Range & Bonus
Menu

Once you've made it through all of that, you have a serious problem in the form of the Killer Armors. Due to their Flames of Revenge Evility, they've gotten a 240% ATK buff from the twelve enemy units you've plowed through to reach them. That means they're probably capable of leveling any one of your characters in a single hit, barring the use of unique abilities such as the Fortitude Evility.

Select a target.
Attack Correction
Change
Death Santa
+ 0%
Side Attack!
Chance of Team Attack
Slamdance
55%
Death Santa
Slamdance
Facebreaker
LV 21
HP 549
SP 74
Death Santa
LV 15
HP 123
SP 51

The advantage you have going into that fight, however, is that Killer Armors have a low movement rate. You can pull back and establish a defensive line, wait for them to get within your range, and then wipe them out with combo and ranged attacks before they have the chance to lay into you. Once they're gone, the lone Warrior they're guarding is worth taking seriously but isn't as big a deal.



Since you are forced to trigger a 622-hit Geo Chain to clear this stage, you'll always earn every reward on the Bonus list. This can make Corridor of Hell a slow but profitable level, and it's worth revisiting occasionally for the sake of your newer units. If there are a lot of Experience rewards on the Bonus list, you can have your lowbies hang out by the base panel and get free levels just for showing up.

Map Events

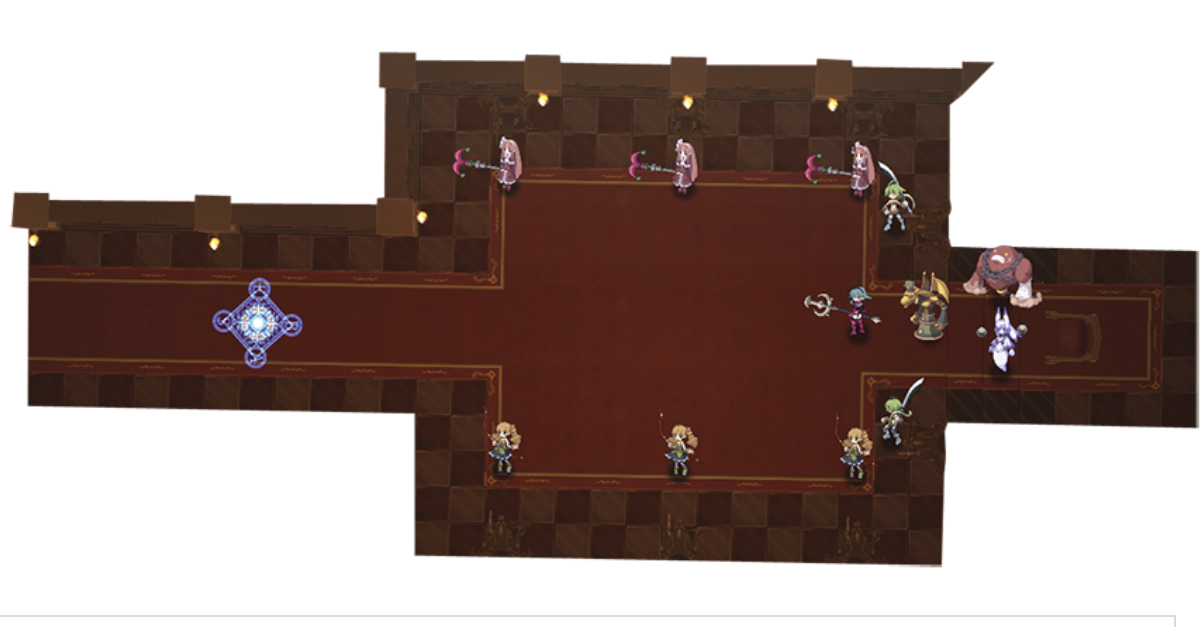
- Station Sicily next to a Prinny.
- Station Laharl next to Sicily.
- Station Etna next to Flonne.

Tip

Geo Destruction

By the time you can reach the Killer Armors, they all will have taken a hit from the destruction of the stage's Geo Panels. If you're having a hard time on this stage, consider bringing in an Onmyo Monk with the Geo Damage Evility. His presence on the field means the explosion from the last Geo Chain will bring all the surviving enemy units to about half health, which makes it much easier to finish them off.

Inner Sanctum



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Green Mage	16	3	Magic Moderation	Pixy Rod	Buckler	Ice, Mega Ice	-
Archer	16	3	Acceleration Shot	Long Bow	Buckler	Dark Spica, Bright Canopus	-
Lady Warrior	16	2	Assault Attack	Hell Saber	Bug Hero Suit	Blade Rush, Hurricane Slash	-
Barbara	18	1	Passiveness: increases ATK and DEF by 50% and always counterattack when defending.	Warrior Spear	Gas Mask	Order: Prediction, Impaler Drop, Blade Bash, Spear Blow, Trident	-
Grosso	18	1	Shut-In Officer	-	-	-	-
Rainier	18	1	Artifact Collector	-	-	-	-
Garungun	18	1	Fabricated Setting	-	-	-	-

I was ordered to fight, so I won't take
it easy on you, even if you are a child.
I live by my orders!

All of the units in this room, including Barbara, will rush you down on their first turn. They're widely scattered, however, which allows you to knock them down as fast as they can show up. This is important, because this map features a broad assortment of Magicians, Archers, and Lady Valkyries with Swords, so if they're allowed to hang out in a group near your characters, they can pile on the damage very quickly.

Select a target.
Attack Correction
Change
Barbara
+ 0%
Back Attack!
Chance of Team Attack
Flonne
60%
Barbara
Flonne
Laharl
LV 20
HP 518
SP 124
Barbara
LV 18
HP 660
SP 29

Barbara herself is a tough nut to crack. She has high DEF and RES, as well as a powerful unique attack called Order: Prediction. There isn't much to taking her down: just quickly eliminate her backup, then pour damage into her until she drops. Her Evility, Passiveness, doesn't actually play a role in this fight.

Once you defeat her, you unlock the Group Negotiator Trophy. If you lose to Barbara, on the other hand, you unlock another of the game's multiple endings.

Grosso, Rainier, and Garungun are hanging out in the back of the room on this map, but you don't have to engage or defeat them unless you just want the experience or a little payback. They won't take any actions unless you get within their attack range.

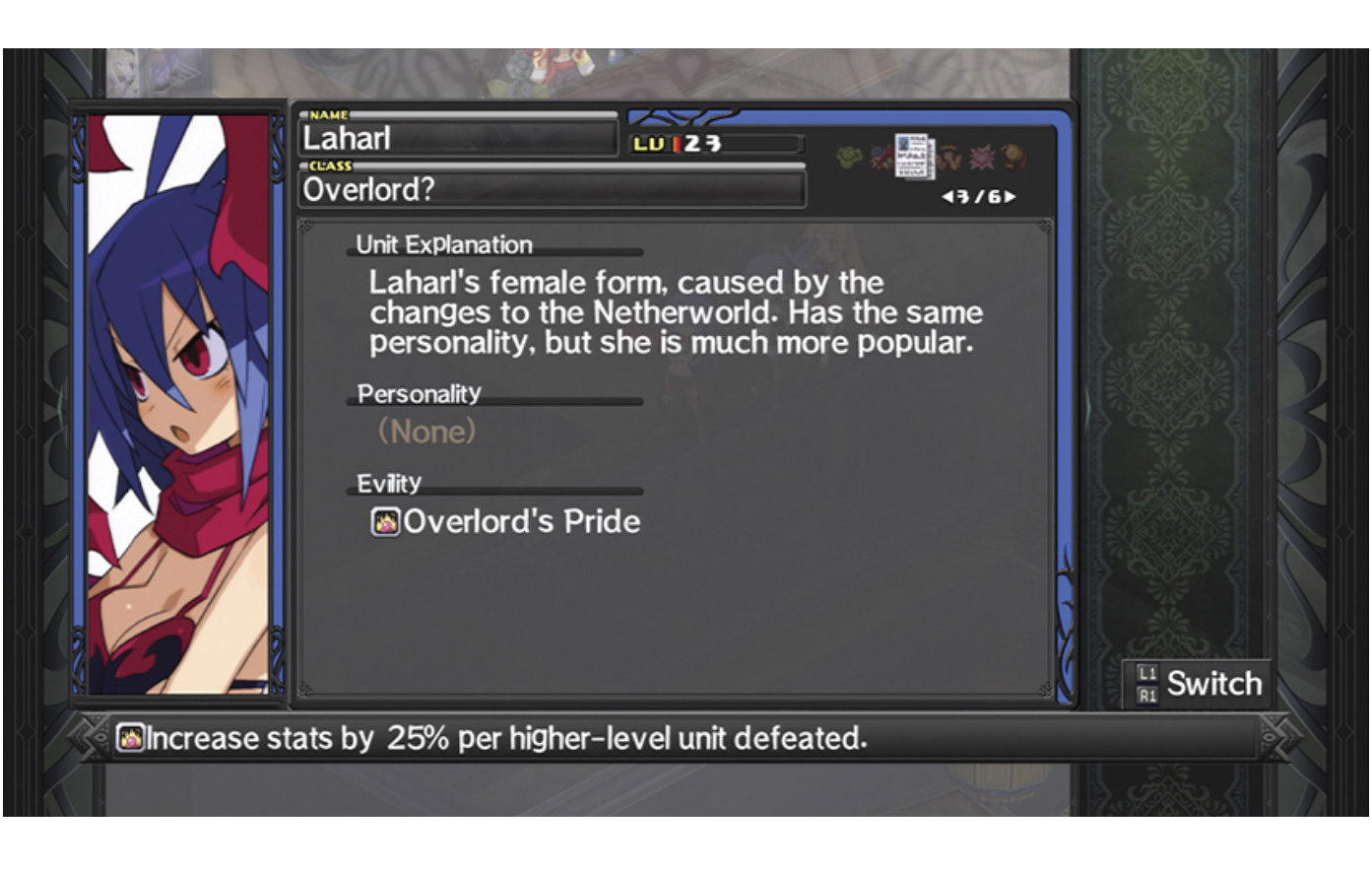
This is one of a handful of maps in the story campaign that changes completely on a second visit. Instead of fighting any of the units from the original stage, you'll encounter a quintet of standard-issue level 12 Zombies. They're grouped up, which makes them easy to blast en masse with Fire spells. It's good for farming EXP or leveling your skills.

Map Events

- Barbara gets within four squares of Laharl.
- Laharl attacks Barbara.
- Barbara gets within one square of a Prinny.

Episode 4: An Idol Overlord is Born!?

Are you trying to make a fool of me...? If I wasn't me, who would I be!?



Laharl's female form, caused by the changes to the Netherworld. Has the same personality, but she is much more popular.

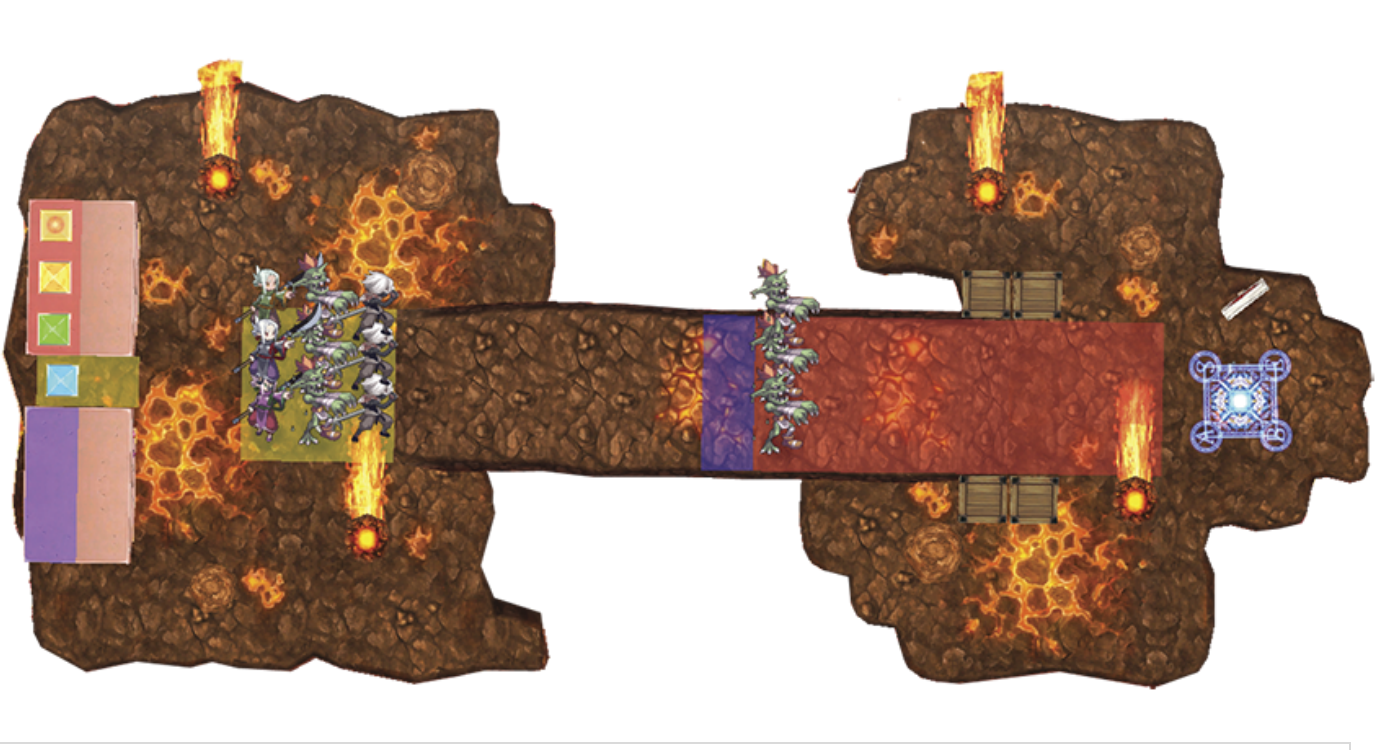
Increase stats by 25% per higher-level unit defeated.

So ... yeah. That happened.

Laharl's Evility has changed to Overlord's Pride, which gives him—er, her a 25% stat boost if she lands the killing blow on a higher-level opponent. Etna is unchanged except for her new hair.

In other news, the minimum multiplier at the Cheat Shop is lowered to 60% at the start of this Episode, and the maximum becomes 120%. You can find this Episode's treasure chests on top of a bookcase behind the counter at Rosen Queen, in Laharl's throne room, and outside near the Cheat Shop clerk. Finally, you can now sign your characters up for Punching Bags and Book Stacks training at the Demon's Dojo.

Ticket Booth



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Zombie	17	6	Predation	Wolf Fangs	Knifing Vest	Poison Bite, DIEmension Slash
Genin	17	3	Misty Haze	Elf Staff	Knifing Vest	Mega Fire
Onmyo Trainee	17	3	Geo Resist, Geo Protect, Geo Damage	Naginata	Knifing Vest	Impaler Drop, Blade Bash

Geo Symbol	Geo Effect	Destroy
Aqua	Movement +1	Aqua Change
Green	No Lifting	Green Change
Yellow	No Ranged	Yellow Change
Null	DEF +50%	Clear

ATTACK ENTRY
ATTACKS 2

The first three Zombies won't move unless you make them and don't attack unless you run right up to them. Their role in this fight is to serve as meat shields, augmented by the DEF +50% Geo Effect and their self-healing from Predation, so the guys in the back can pick you apart with Spear skills and spells.

Accuracy
Change
Glen 99% Side Attack!
Johnny 99% Side Attack!
39dm
Area of Effect
Torrent
LV 18
HP 198
SP 149
Glen
LV 17
HP 252
SP 128

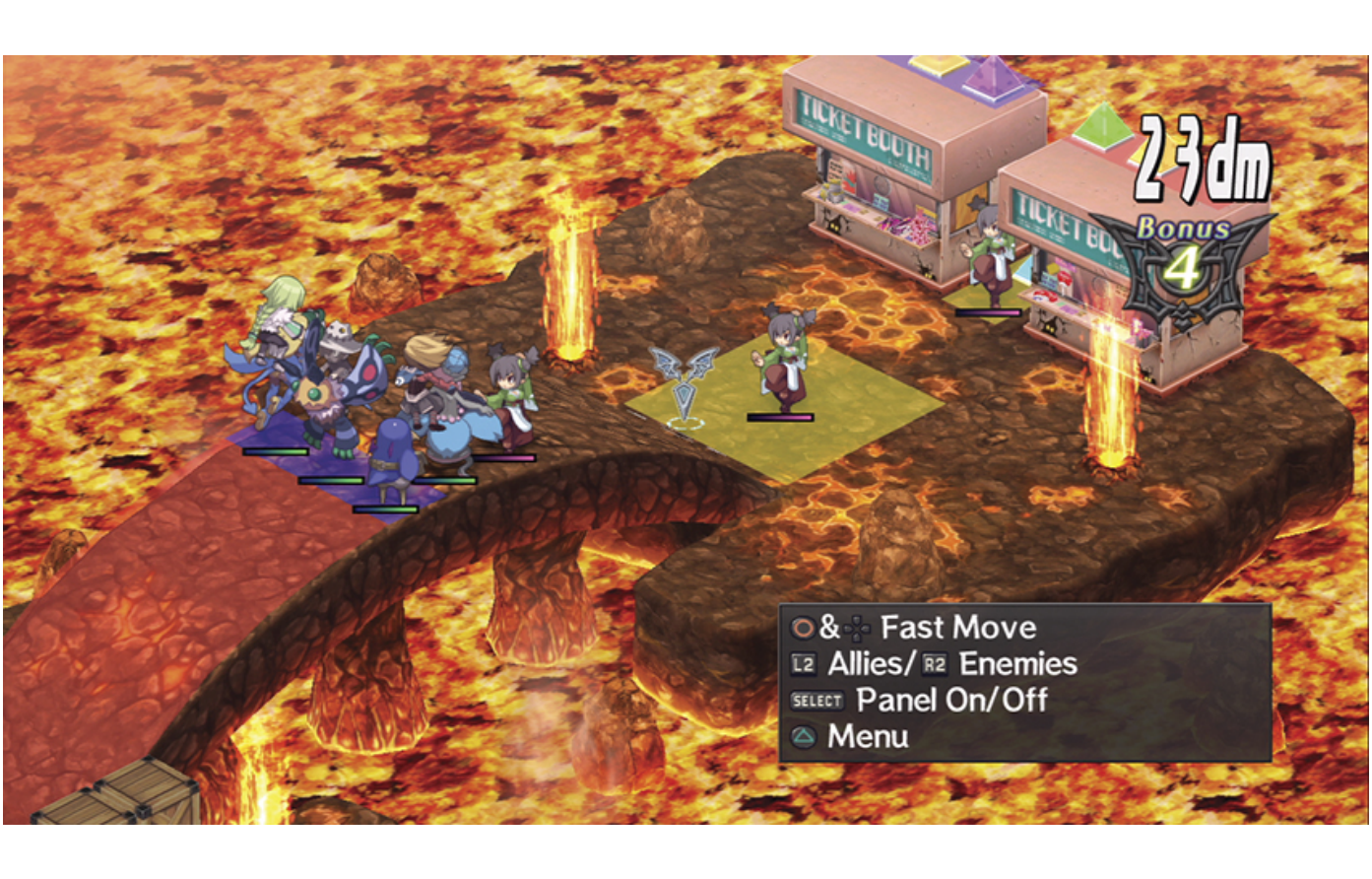
Like Conspiracy Landing, however, it's pretty easy to use the Geo Effects to your own advantage. If you set up a perimeter on your side of the map, with some heavily armored units of your own occupying the near end of the bridge, the Genin, Trainees, and second pack of Zombies will rush you down and rapidly overtake the three Zombies that are supposed to be protecting them. At that point, you can blow them up from the sides with ranged classes or pummel them to death with melee classes. The Zombies in particular just melt if you hit them with Fire spells.

Second Visit

Geo Symbol	Geo Effect	Destroy	NoTe
Green	No Lifting	Green Change	-
Yellow	No Ranged	Yellow Change	-
Aqua	Clone	Aqua Change	-
Null	DEF +50%	Clear	-
Purple	Recovery 20%	Purple Change	-

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Thunder Fist	20	4	Combo Attack	Bare Knuckles	Knifing Vest, Cross-Trainers	Triple Strike, Double Shadow

On a second visit to this stage, the original enemies are gone and are replaced by four level 20 Fight Mistresses. The first three charge you on their turn, but the Mistress in the back between the ticket kiosks won't move unless you move her.

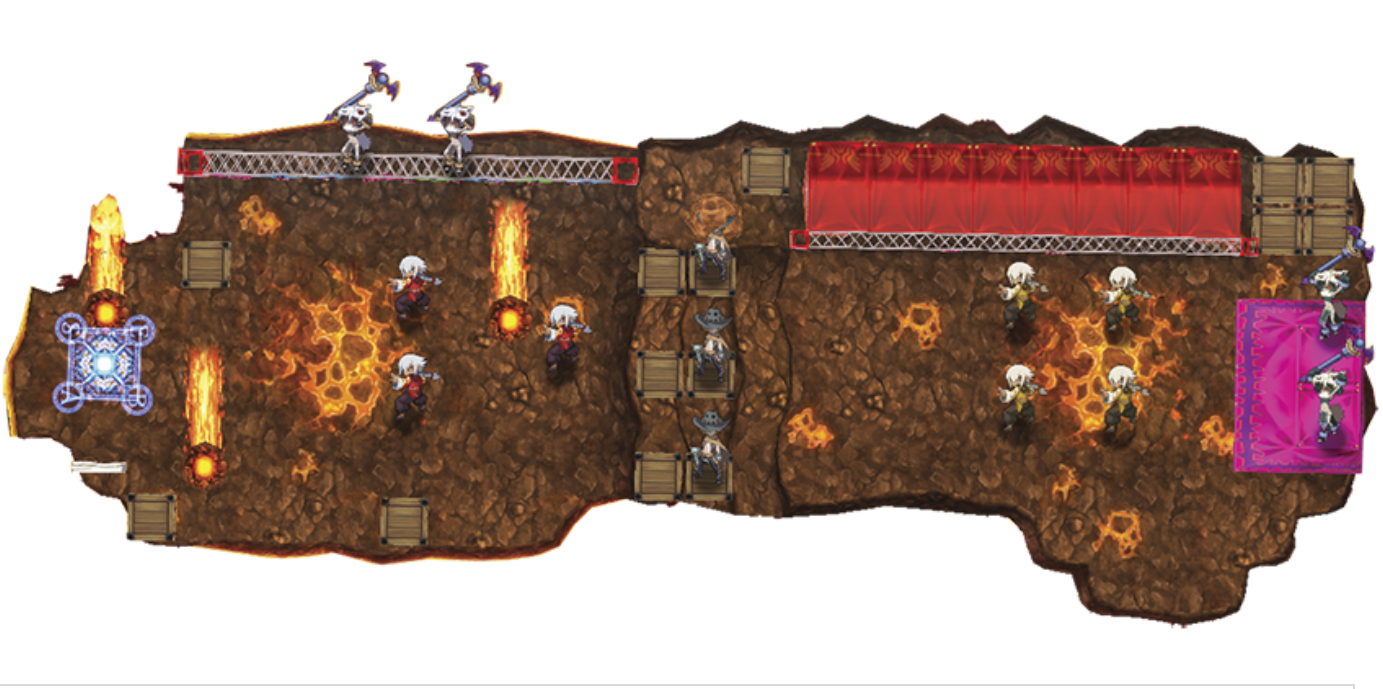


This is because she's standing on a Geo Panel with a Clone Effect on it, so an identical Fight Mistress will appear on the three-by-three grid of yellow Geo Panels in front of her at the end of every enemy turn. The three blue Geo Panels in the middle of the bridge have Recovery 20% and DEF +50% Geo Effects on them, so you can do some power-leveling on this stage by sitting three characters on the blue Geo Panels and letting the Clone Effect create an infinite number of enemies for you to defeat.

Map Events

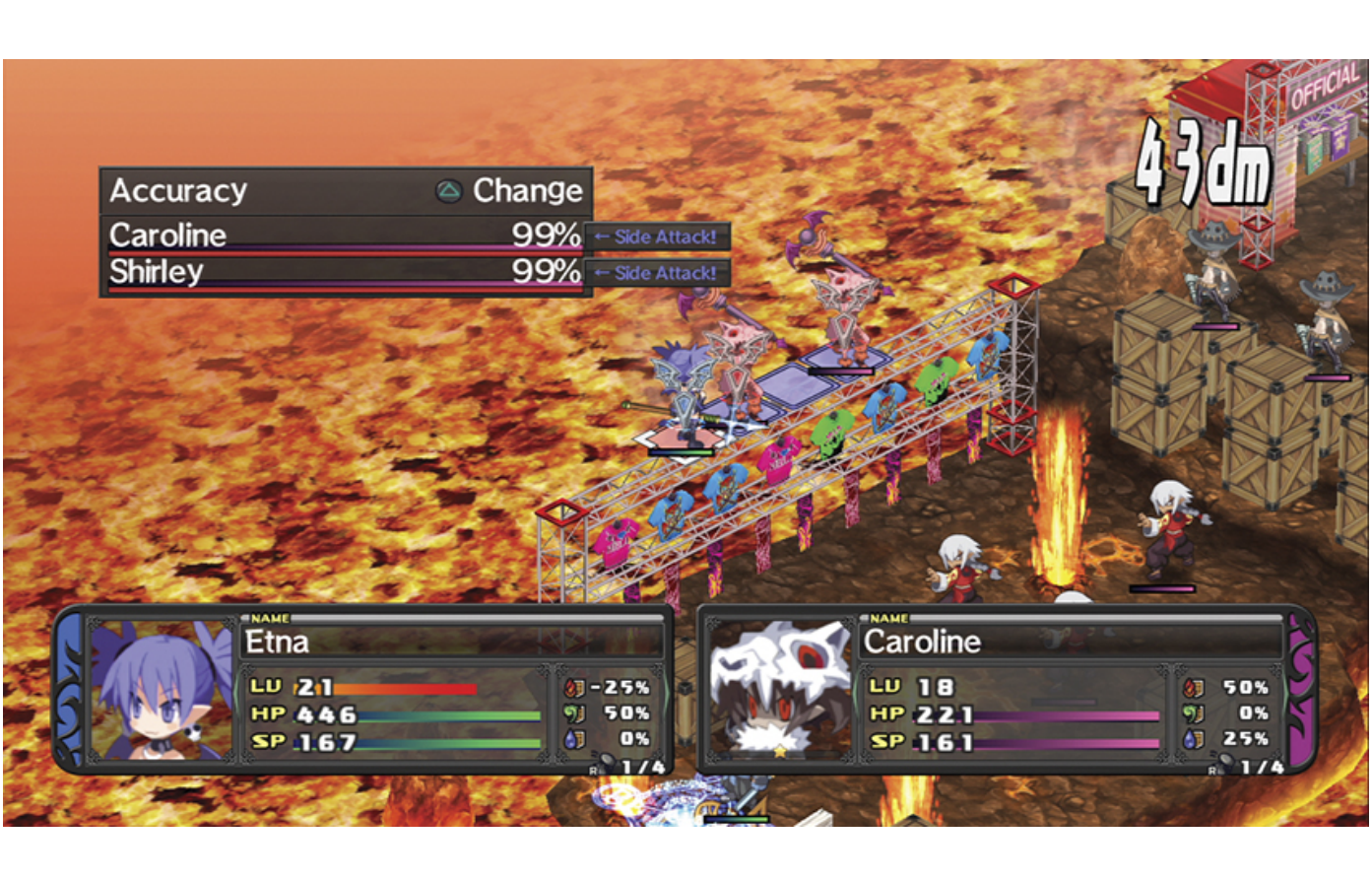
- Station Etna next to Sicily.
- Put Laharl next to Flonne.
- Put Laharl next to Sicily.

Merchandise Area



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Fury Fatalist	18	7	Fury (x3), No-miss Counter (x4)	Elbow Drop	Kendo Gear	Triple Strike, Double Shadow	The first three Fatalists have Fury; the ones in the back have No-miss Counter.
Enthusiastic Fan*	19	1	Forced Counter	Elbow Drop	Kendo Gear	Triple Strike, Double Shadow	-
Shaman	18	4	Cursed Dance (x2), Gloomy Dance (x2)	Demon Wand	-	Enfeeble, Armor Break, Mind Break, Resist Break, Slow, Poison, Stun, Blank Out	The Shamans near the base panel have Cursed Dance; the ones in the back have Gloomy Dance.
Gunner	18	3	Assist	Silver Hawk	Knifing Vest	Tri-Burst, Dark Matter Ether, Point Blank Blaster	-

* Martial Artists



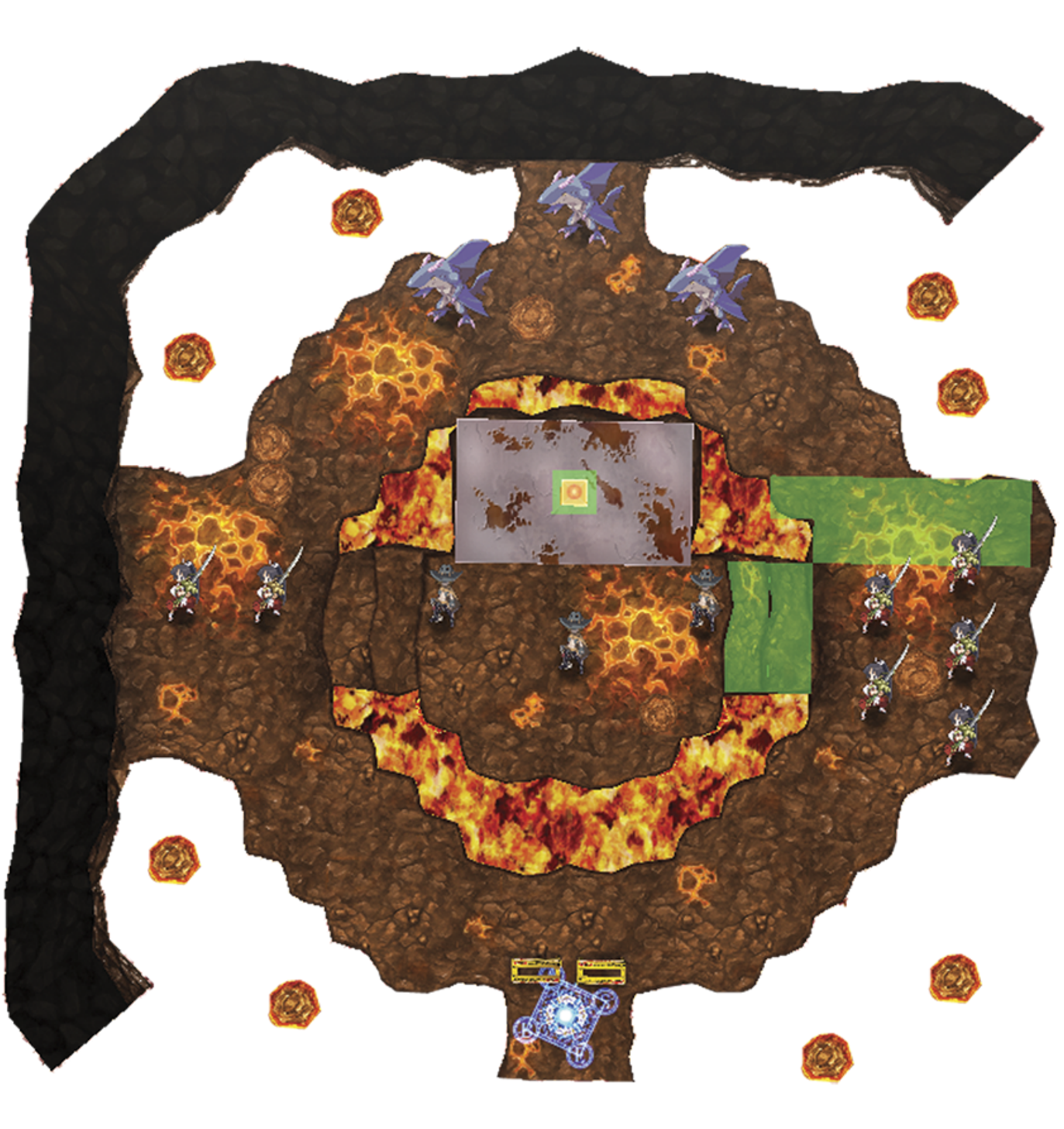
The first thing you should do is dispatch the two Shamans near your base panel. If left alone, they inflict a passive –10% effect to your units' stats and will shower status ailments on you. A character with a Throw of 5 or higher, like Laharl or a Warrior, can throw a unit onto the top of the lighting rig on your first turn, and you can then blow both Shamans up with a multitarget skill like a Spear's Blade Bash.

The Gunners are a footnote, but you really need to watch out for the Martial Artists. Their Counterattack-based Evilities make it lethal to engage them at melee range. If you send in characters who use Spears or magic to take them out from a distance, the Martial Artists will inflict a lot less damage before they go.

Map Events

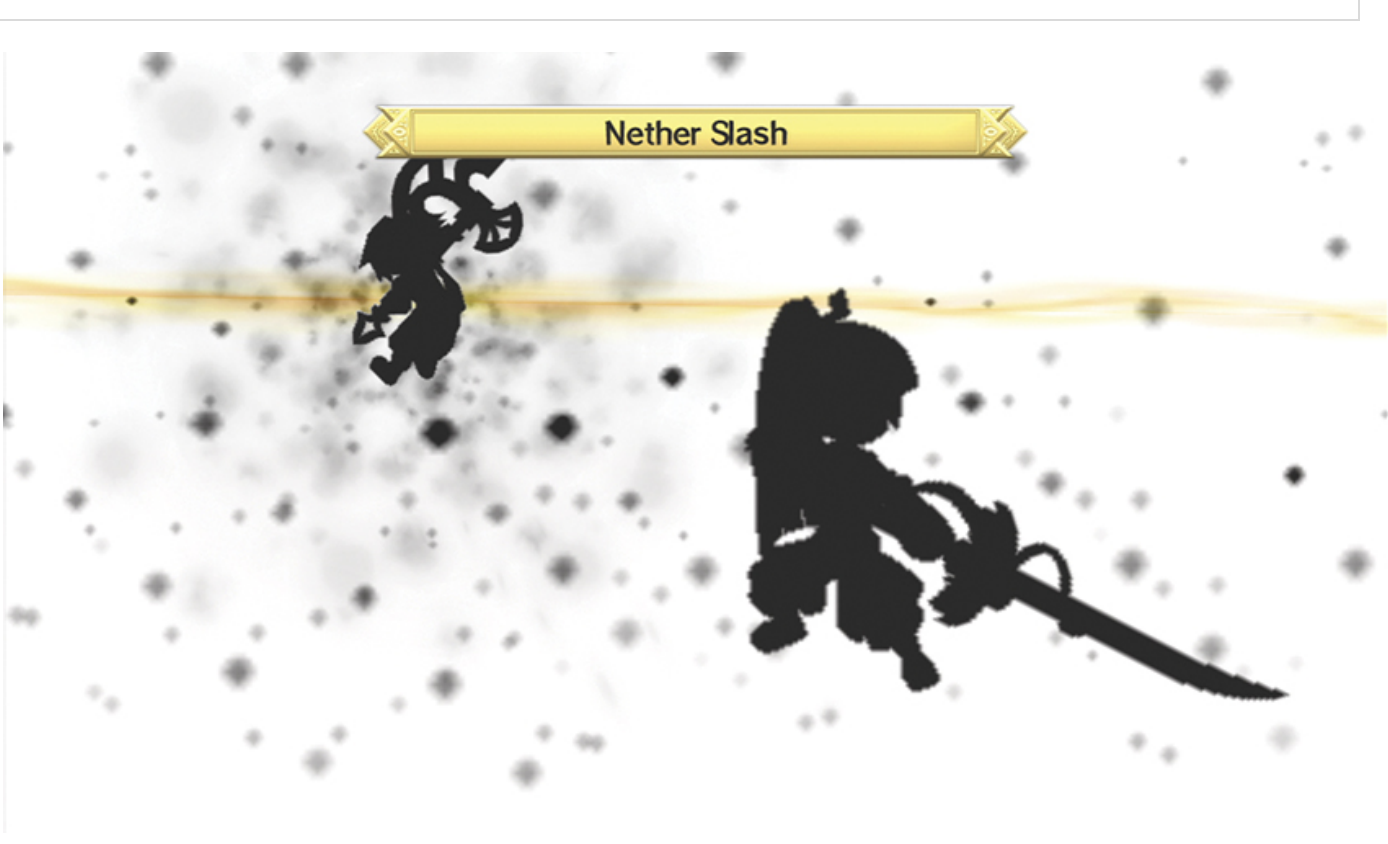
- Have Sicily on the field at the start of your fourth turn.
- Park Sicily next to Flonne.
- Station Laharl next to Etna.

Restricted Area

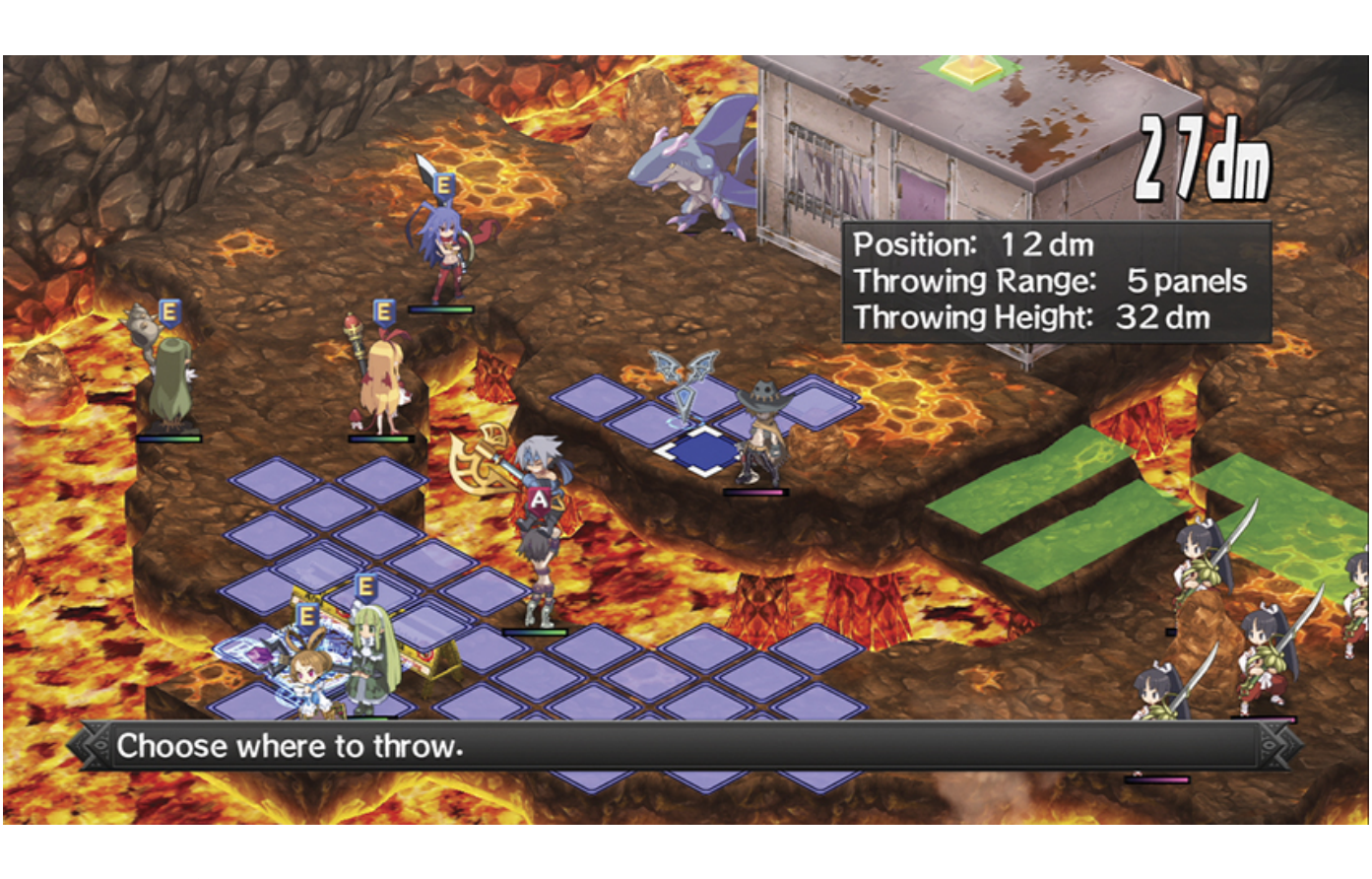


Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Exorcist	20	7	Bushido	Bane Sword	Kendo Gear, Cross-Trainers*	Blade Rush, Hurricane Slash, Nether Slash	* The two Exorcists that stand apart from the group are not wearing Cross-Trainers.
Serpent	22	3	Water Dominance	Wolf Fangs	Kendo Gear, Kung-Fu Muscle	Shark Slider, Jaws Wave Rider	-
Sniper	18	3	Assist	Marshal Echo	-	Tri-Burst, Dark Matter Ether	-

Geo Symbol	Geo Effect	Destroy	NoTe
Null	No Entry	Clear	Moves itself off the green panel at the start of Turn 5.



Everything on this map does more damage than it looks like it should. The Exorcists' Evility gives them a passive +50% to ATK as long as they're hitting a unit head-on and they know Nether Slash, so take that into account when positioning your characters. You want to keep your crew scattered so the Exorcists can't hit more than one unit at once.



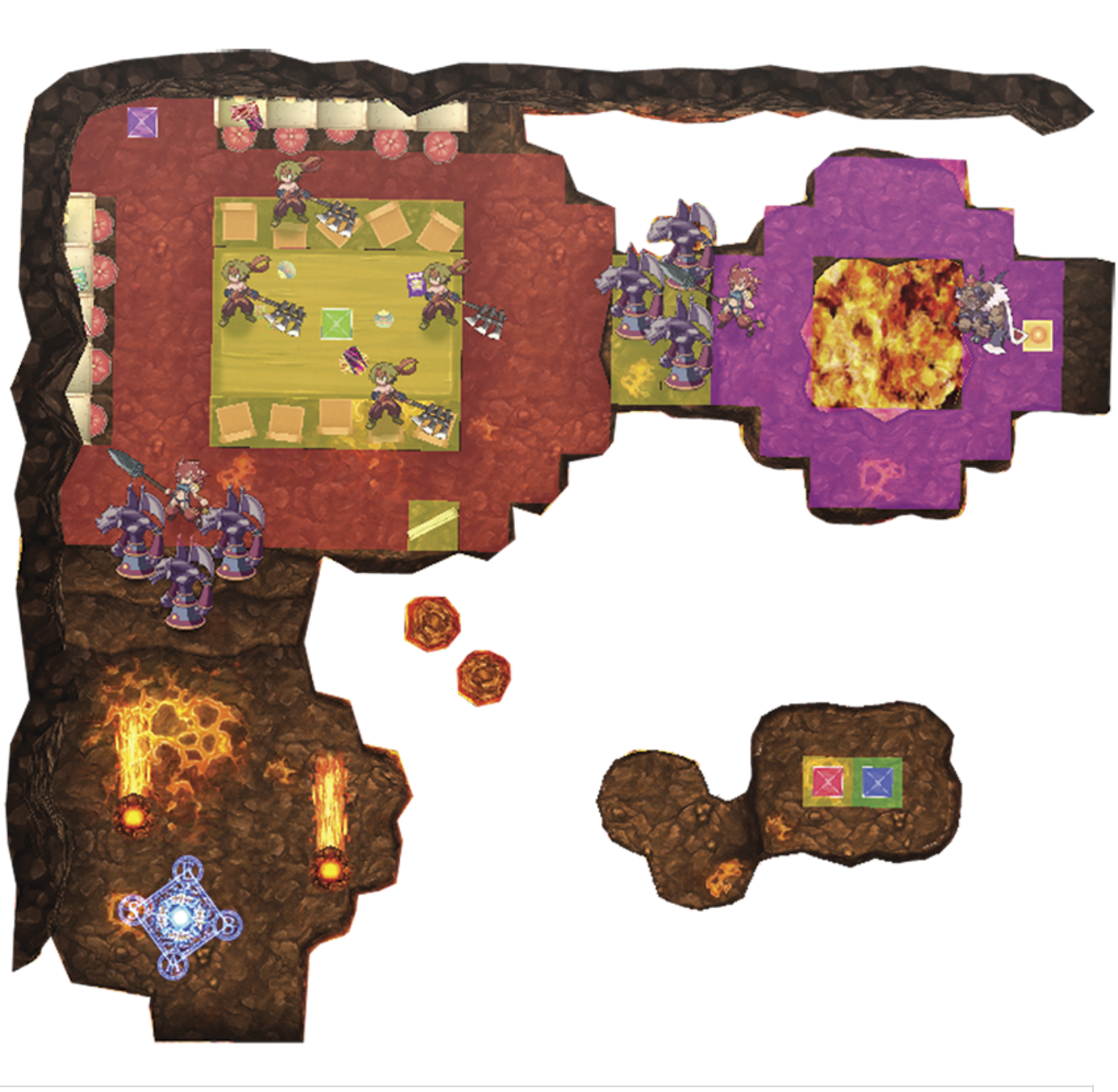
The Gunners aren't much, but they make it difficult to bring low-DEF support units into the fight, so throw somebody over the gap early on to take them out. You don't need the distraction while you're fighting the Exorcists.

The Sea Dragons come into play last due to their low Movement rate and will loop around the far end of the stage due to the No Entry Panels near the trailer. That No Entry Effect will drop on its own by the fifth enemy turn, but it's not a factor. You really want the Sea Dragons to take their time reaching you so you don't have to deal with them and the Exorcists simultaneously. Their Shark Slider skill has a longer range than you'd expect and can do a lot of damage to characters with a Water vulnerability, such as Laharl, so keep that in mind when you're sending units over to deal with them.

Map Events

- Station Etna next to Sicily.
- Flonne attacks an enemy unit.
- Have Laharl on the field at the start of your third turn.

Green Room



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Beast Tamer	22	2	Dark Tamer	Obsidian Spear	Kite Shield	Wild Groom, Impaler Drop, Blade Bash
Guardian	20	6	Stone Statue	Cunning Emblem	Kite Shield	Flying Press, Granite Checkmate, Wind, Mega Wind, Giga Wind
Fighter	22	4	Fortitude	Greedy Hatchet	Kendo Gear	Helmet Crush, Boulder Crush
Hoggmeiser	24	1	Greed: increase stats by 5% per digit of HL possessed.	Wolf Fangs	Kendo Gear	Darkness Slash, Twilight Bomber

Geo Symbol	Geo Effect	Destroy
Purple	DEF -50%	Purple Change
Red	EXP +50%	Red Change
Null	Enemy Boost +50%	Clear
Blue	Invincible	Blue Change
Green	ATK +50%	Green Change

Exactly. I'm not going to explain anything, because it's too much of a hassle.

The three Gargoyles near your starting point are surrounding a Beast Tamer and benefiting from her Evility, but you can take them apart easily enough if you stand back and force them to move up to you. Likewise, the Fighters in the makeup area can be a problem, but you can soften them up if you station your characters at the top of the stairs, forcing them to stay on the red Geo Panels if they want to attack you, and thus suffering the DEF –50% effect.

ATTACK ENTRY
632
TOTAL DAMAGE 632

You have a lot of options at this point, many of which involve dealing with the two Geo Symbols located on that island in the lava. One of the easiest is to throw the purple Geo Symbol in the corner of the makeup room onto one of the yellow Geo Panels, then destroy it. This causes a massive Geo Chain that maxes out the Bonus meter, probably kills the three remaining Gargoyles, and will either kill or nearly kill the last Beast Tamer. If she's still alive after the Chain goes up, it'll take at most one hit to finish her off.

326 CHAIN
3 COLOR

That leaves you with Hoggmeiser, who's a handful. He can do a lot of damage with Darkness Slash and his own high ATK stat, and he's got a lot of HP for this point in the game. Once he's alone, however, you can combo him to death with relative ease.

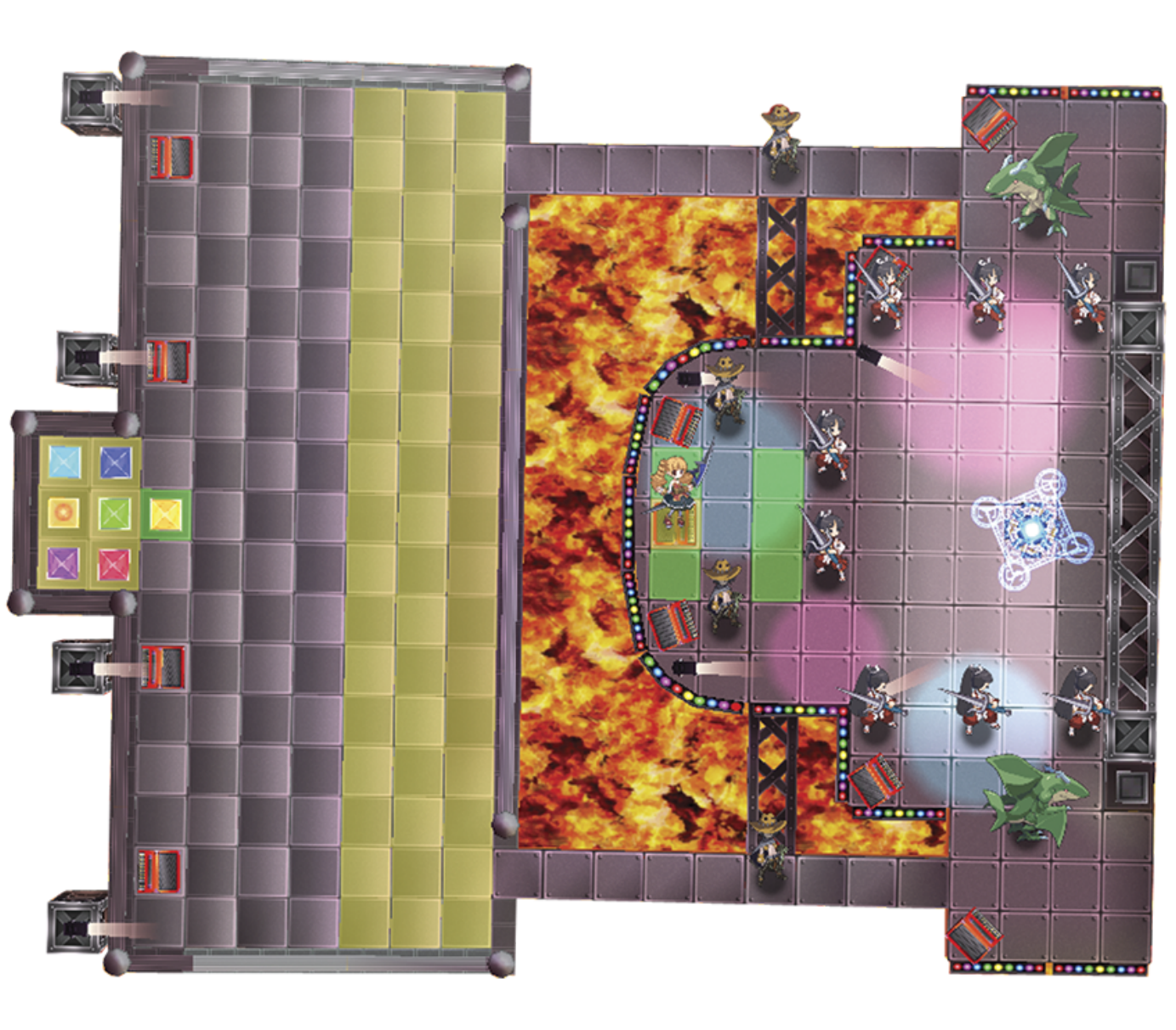
On future visits to this stage, everything is the same except for Hoggmeiser's absence. If Hoggmeiser and his security squad defeat you, you'll receive one of the weirder alternate endings.

Map Event

- Attack Hoggmeiser with Laharl.
- Hoggmeiser attacks Laharl.
- Etna reaches a square next to Hoggmeiser.

> **Tip**
>
> **Training Day**
>
> Green Room is one of the most reliable places in the game to manufacture an Invincible Geo Effect, as you can change the Geo Panels in the makeup area to green with minimal effort. Doing so lets you park one or more characters on the Invincible part of the map, where you can have them spar with each other to grind up Weapon Skill or spell levels. This will involve both participants taking a big hit to their Likability with one another, which you can counteract by having them pause occasionally to cast Heal or buff spells back and forth.

Concert Stage



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Diabolist	23	8	Bushido	Mail Breaker	Kendo Gear, Kung-Fu Muscle	Blade Rush, Hurricane Slash	–
Sniper	23	4	Marker	Gehenna 600	Kite Shield	Tri-Burst, Dark Matter Ether	–
Serpent	23	2	Cold Charge	Bull Horn	Kite Shield	Shark Slider, Jaws Wave Rider	–
Lanzarote	25	1	Vocal Mind Control: +4% stats to friendly units, -4% stats to enemy units	Wind Hunter	Ninja Tabi, Dark Rosary, Kite Shield	Move!, Jump Jump Jump!, Counter Classes, Dark Spica, Bright Canopus, Meteor Arrow Kick, Zielregen, Braveheart, Magic Boost	–

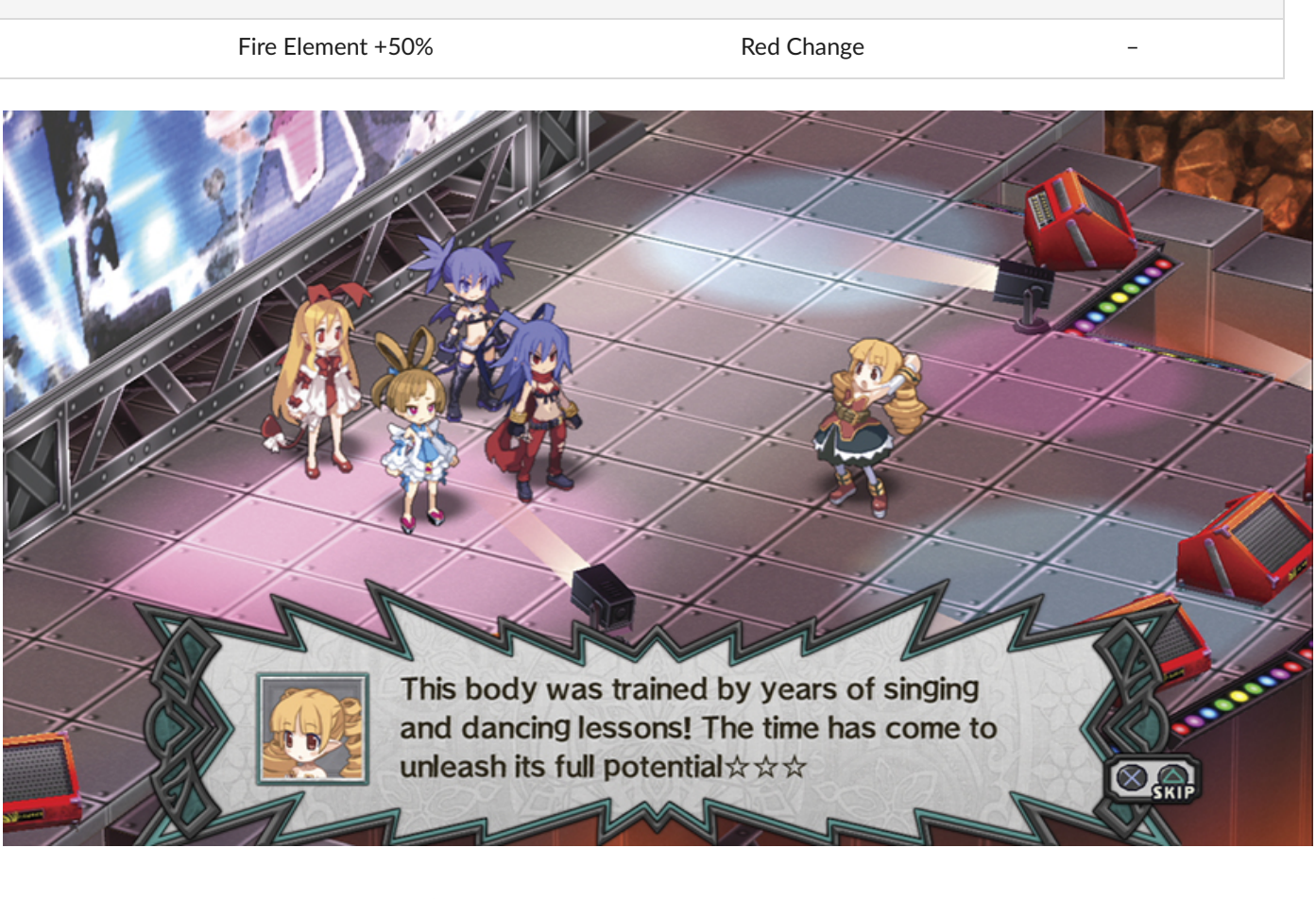
Second Visit

Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Curse Knight	23	5	Patience	Bull Horn	Kite Shield	Lightning God Slash, X-Slash	–

Geo Symbol	Geo Effect	Destroy	Note
Aqua	DEF +50%	Aqua Change	–
Null	No Lifting	Clear	–
Yellow	No Entry	Yellow Change	–
Blue	Water Element +50%	Blue Change	–
Green	Wind Element +50%	Green Change	–
Purple	DEF +50%	Purple Change	–
Red	Fire Element +50%	Red Change	–

Second Visit

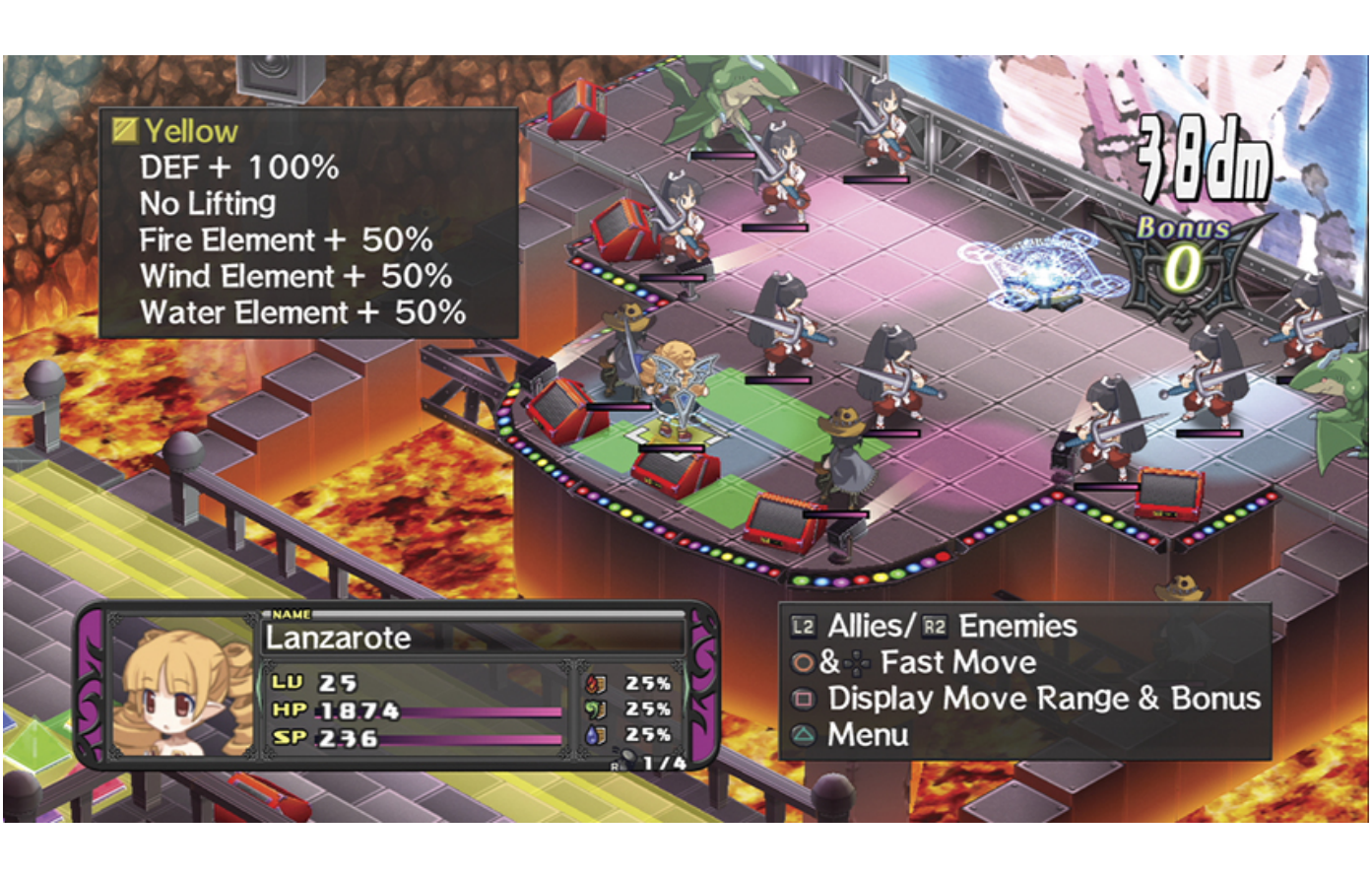
Geo Symbol	Geo Effect	Destroy	Note
Aqua	DEF +50%	Aqua Change	–
Null	No Lifting	Clear	–
Yellow	Hell +50%	Yellow Change	–
Blue	Water Element +50%	Blue Change	–
Green	Wind Element +50%	Green Change	–
Purple	DEF +50%	Purple Change	–
Red	Fire Element +50%	Red Change	–


This body was trained by years of singing and dancing lessons! The time has come to unleash its full potential☆☆☆

This map can be a stone wall if you haven't been keeping up with your levels or equipment. There's no trick to it; either you can survive getting hacked to bits by several Exorcists, Sea Dragons, and Gunners or you can't. Use the Item World to level up some accessories and armor before you set foot in here, then equip them on your hardest hitters and come out swinging.

Critical!
690
DEF DOWN!
TOTAL DAMAGE 690

Eliminate every Exorcist you can reach with your first move; don't leave a target alive, even if it seems like a waste to use up a full-power attack on one, because a low-health enemy hits for just as much as an undamaged one does. Position your characters at least two squares apart so the Exorcists can't Nether Slash more than one at once. And even if you've done a lot of preparation, don't be surprised if a couple of characters go down simply due to focused fire. The Serpents fold up like lawn chairs if you torch them with Fire spells, but don't bring out a primary caster until the Exorcists are all gone or they'll pile onto him as soon as they can.



Once you've taken out her security squad, it's time to deal with Lanzarote. She's happy to sit there on her Geo Panel, buffing herself with her arsenal of support spells, unless someone gets within her range, at which point she burns people down with Bow skills. She's got a Dark Rosary that you'll probably want to steal, although you really don't want to bring out a Thief until everything besides Lanzarote is dead, lest the Thief get sliced in half.

If you're having trouble getting through Lanzarote's defenses, throw somebody into the stands to destroy the Geo Symbols there. If you throw the No Entry Symbol at one of the DEF +50% Symbols, it'll set off a vicious Geo Chain that maxes out the Bonus meter and removes all the Geo Effects, including the DEF +100% that's keeping Lanzarote alive.

Defeating Lanzarote recruits her for your army. You also earn the Netherworld Idol Trophy.

On subsequent visits to Concert Stage, Lanzarote and her backup singers are replaced by an encounter with five Curse Knights, who begin the fight on Hell +50% Geo Panels. If you adjust their levels in the Cheat Shop so they're always roughly on par with your crew, this is a great stage for farming money.

Map Events

- Move Flonne into a square next to Lanzarote.
- Move Sicily into a square next to Lanzarote.
- Attack Lanzarote with Laharl.

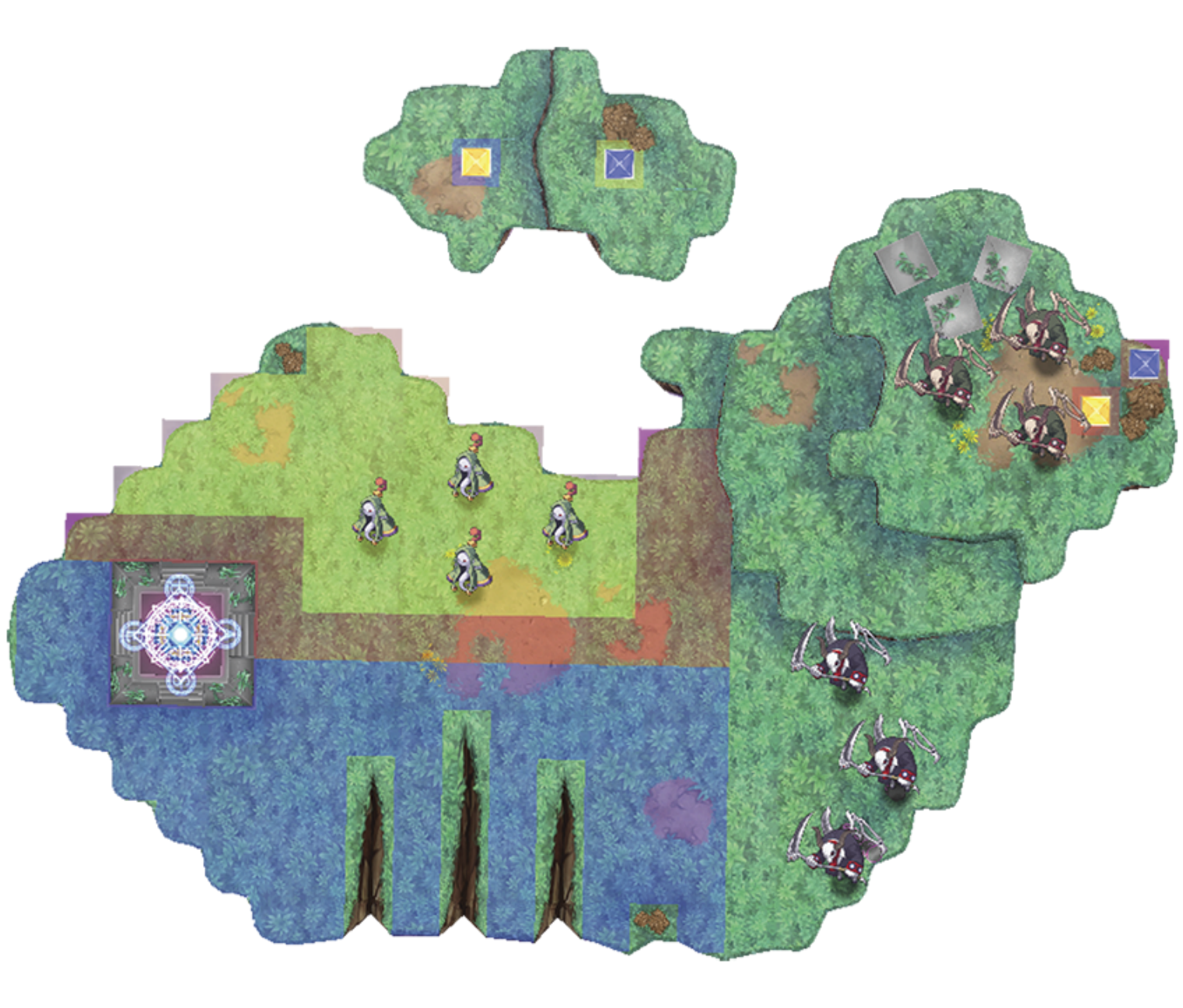
Episode 5: The Celestial Suspicion

Reaching this Episode unlocks the Archer for creation in the Dark Assembly if you haven't done it already, as well as the Weapon Maintenance and Battle Royale training methods in the Demon's Dojo.

Your treasure chests for this Episode can be found in the throne room, at the base of the stairs leading down into the library from the throne room's exit, and in the cluttered storage corridor below the jukebox where the Prinnies sometimes hang out. The maximum multiplier at the Cheat Shop is now 125%, and the minimum is 50%.

Lanzarote has joined your army, and comes equipped with a Wind Hunter Bow and a Magical Vest. She's an odd character, but she's potentially a great member of your support crew. Lanzarote knows a number of buff spells such as Jump Jump Jump, Move, and Braveheart; will go on to learn other buffs such as Only Crits and Counter Classes; and her Vocal Mind Control Evility provides a passive 4% stat buff to your team and a 4% debuff to the enemy. Lanzarote, as you might expect, begins at a two-heart Likability level with Sicily.

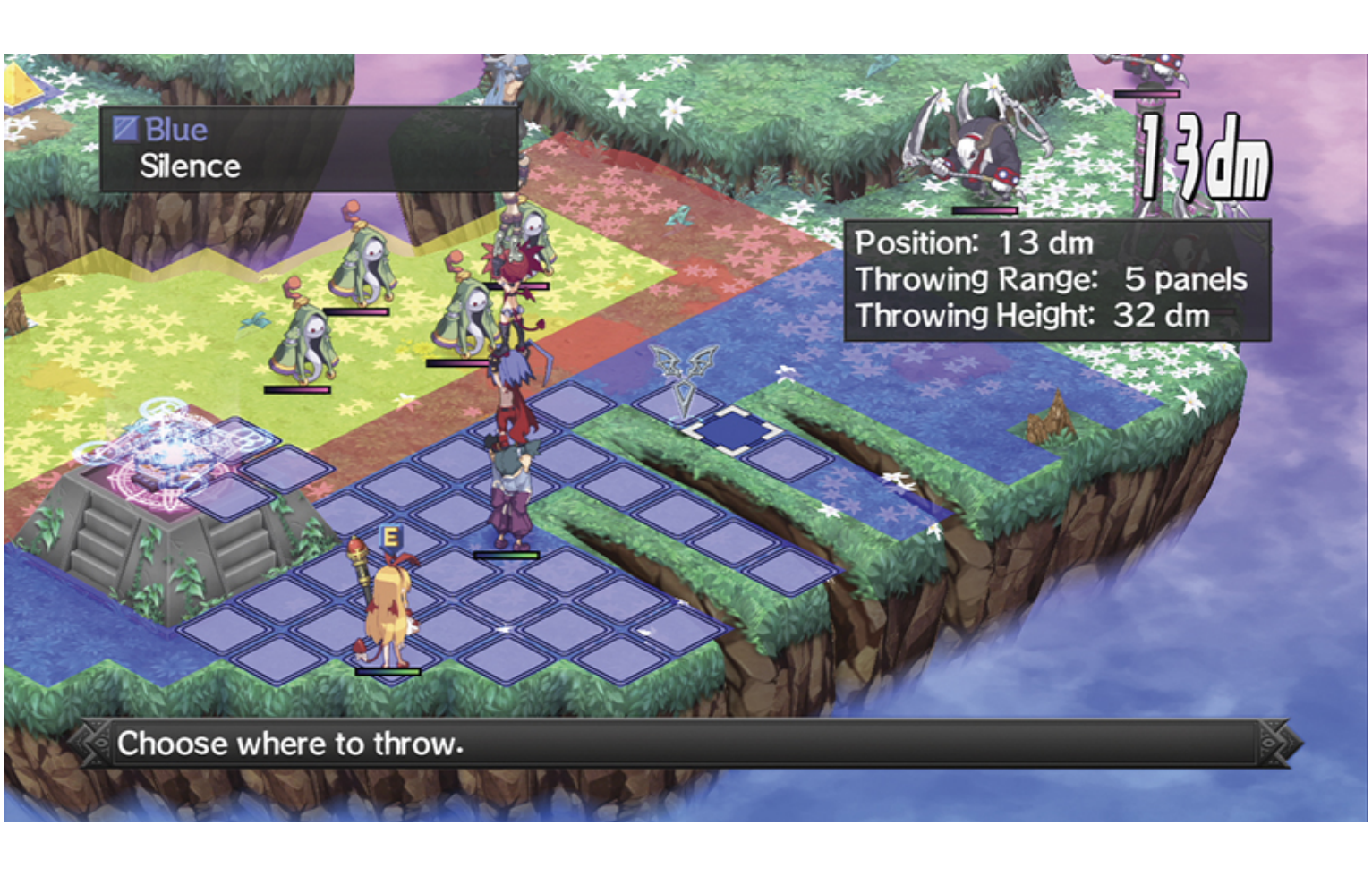
Sinful Road



Geo Symbol	Geo Effect	Destroy
Blue #1	Reverse Damage	Blue Change
Blue #2	No Effect	Blue Change
Yellow #1	Silence	Yellow Change
Yellow #2	No Entry	Yellow Change

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Specter	25	4	Mind Break	Courage Emblem	Magical Vest	Ignis Fatuus, Fire, Mega Fire, Giga Fire, Dimension Eater X
Chernobog	25	6	Soul Reaper	Courage Emblem	Magical Vest	Shadow Nail, Death March, Ice, Mega Ice

This stage isn't as much about offense as it is about defense, or more specifically, about being able to take a beating. Any character with a high RES and high Fire or Ice resistance is a good pick for this map, which includes Flonne, Lanzarote, Mothmen, Archers, and/or Armor Knights. It's also worth leveling up a couple of Magical Vests in the Item World to enhance the amount of RES they provide to a wearer. Since she can shrug off elemental damage with her Evility, you can also get a lot of use out of Sicily.



Here's the problem: the four Ghosts standing on the yellow tiles are functionally invulnerable thanks to the Reverse Damage and Silence Geo Effects, and they'll be happily sniping at you with Fire spells all the way across the map. You could probably power through it with a couple of healers, or kill the Ghosts with a Heal spell or two, if not for the Silence effect. You may be able to kill one or two of them if you throw high-end healing items like Snake Kidneys at them, but that's a little wasteful. Healing items that are powerful enough to make a dent in the Ghosts are hard to come by at this stage of the game.

TOTAL DAMAGE 5

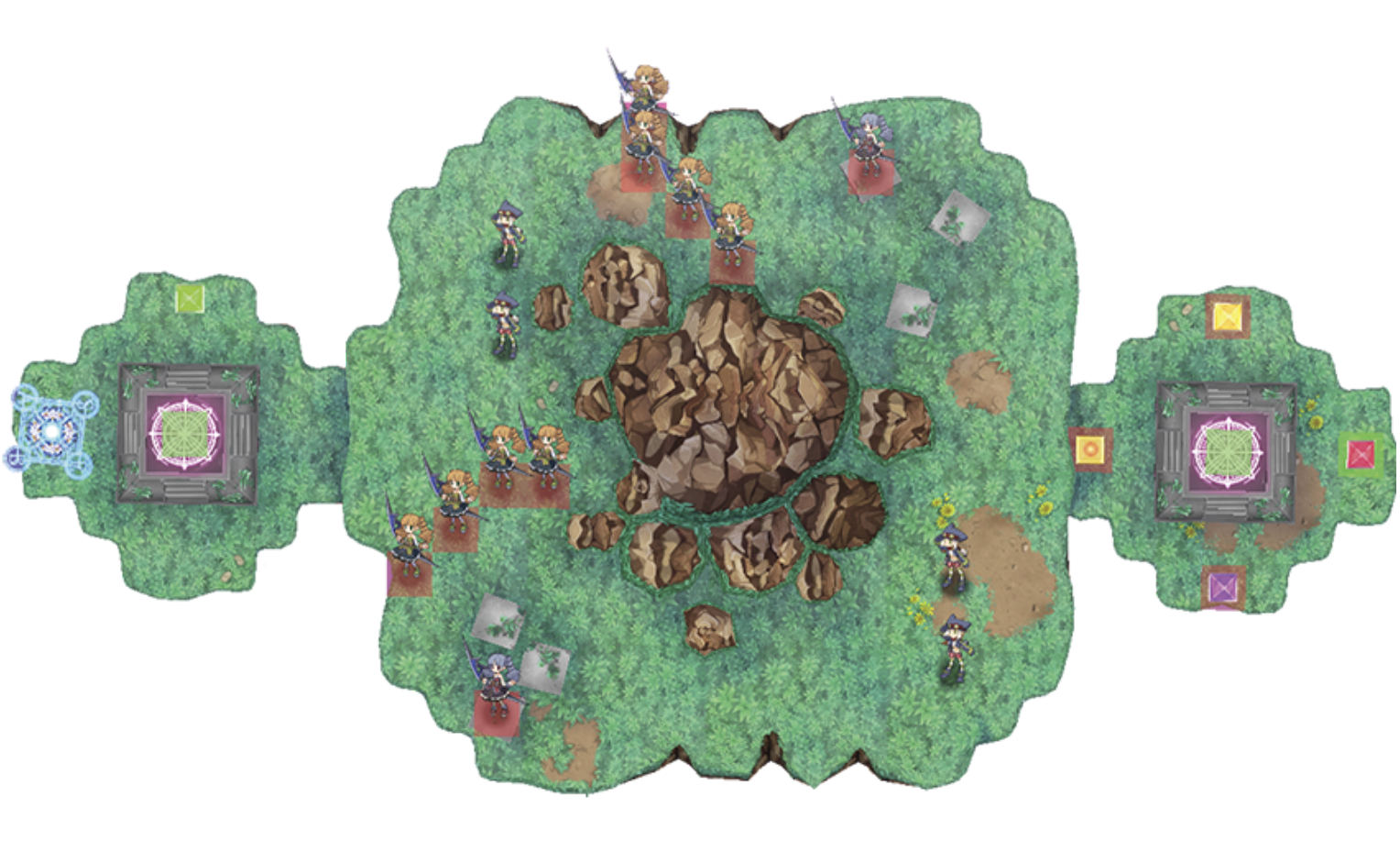
You're safe from most of the Ghosts' spells if you keep the dais with your base panel between them and you. This lets you set up a tower throw to bring six or seven of your characters across the blue Geo Panels. You'll then end up having to eat a turn's worth of damage from both the Ghosts and the Chernobogs. Make sure the characters who are left in place on the blue Geo Panels are either expendable or have the RES and fire resistance to survive the Ghosts' fusillade of spells, and that the characters who have landed by the Chernobogs have a high tolerance for Ice attacks.

Once you destroy the blue Geo Symbol, which converts the yellow tiles to blue and destroys the Reverse Damage effect, you can send a couple of melee units in to get payback on the Ghosts.

Map Events

- Station Laharl next to Sicily.
- Station Etna next to Flonne.
- Etna attacks an enemy unit.

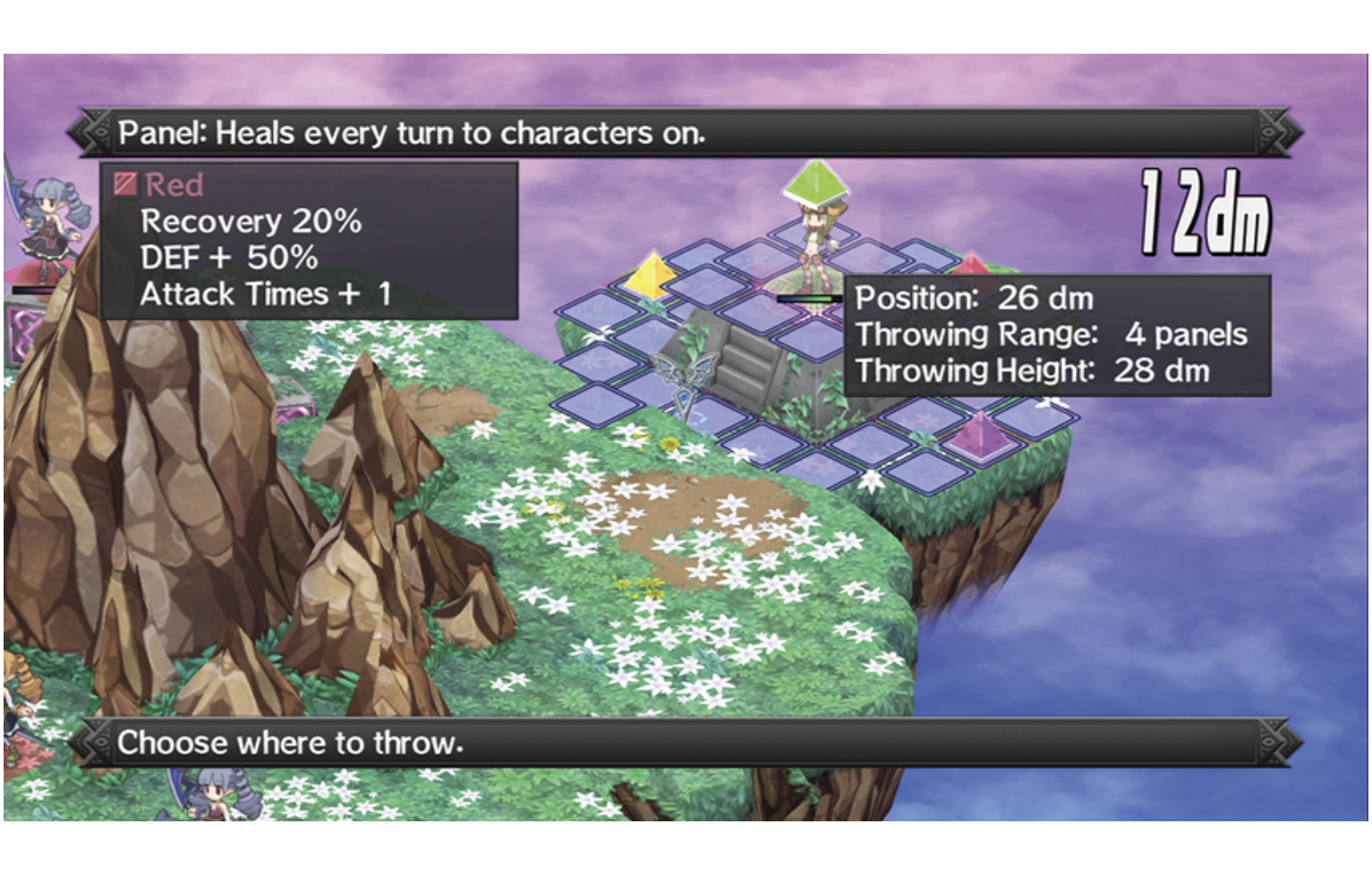
Ghostly Daydream



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Rogue	26	4	Treasure Sensor	Eagle Bison	Bikini Armor	Tri-Burst, Dark Matter Ether, Point Blank Blaster
Hunter	24	8	Acceleration Shot	Wind Hunter	Bikini Armor	Dark Spica, Bright Canopus
Shooter	26	2	Sniping	Wind Hunter	Bikini Armor	Dark Spica, Bright Canopus, Meteor Arrow Kick

Geo Symbol	Geo Effect	Destroy
Red	Warp	Red Change
Purple	DEF +50%	Purple Change
Yellow	Attack Times +1	Yellow Change
Green	Enemy Weaken -50%	Green Change
Null	Recovery +20%	Clear

This stage is an ambush of sorts. All the Archers on this map are initially standing on red Geo Panels that provide Recovery +20%, DEF +50%, and Attack Times +1 Effects. Setting foot on the main island will thus get you filled with arrows. Simply leaving the base panel, in fact, will get you shot to bits by the two Thieves with guns that are waiting for you to make a move.

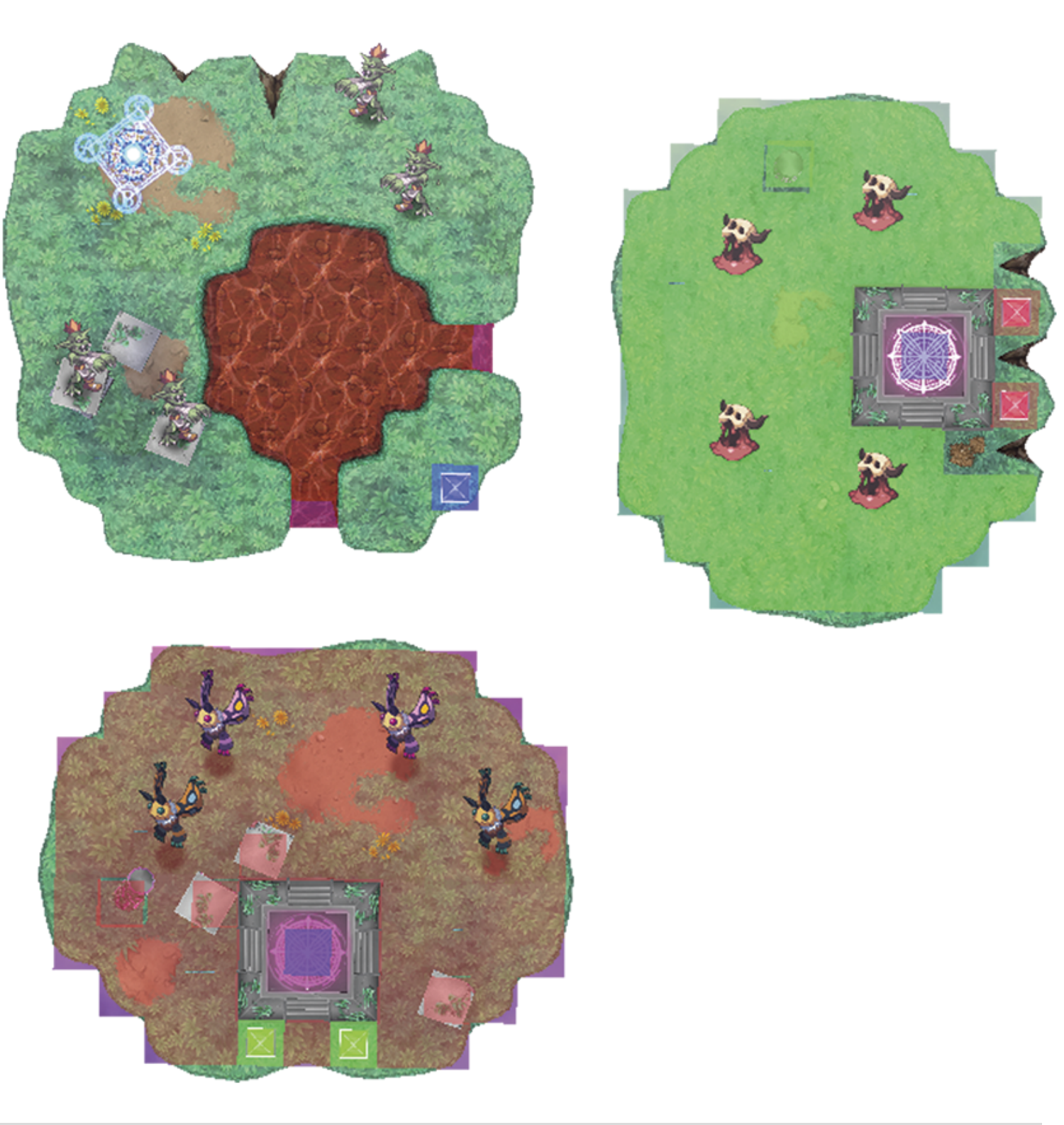


There's a green Geo Symbol that confers an Enemy Weaken –50% Geo Effect near your starting point. Pick it up, then throw the unit holding it onto the Warp Panel on top of the stone dais. At the start of your next turn, that character will reappear on the other side of the map, next to the Geo Symbols that are augmenting the Archers. At this point, you can either destroy the Symbols and reduce the Archers to their standard level or take a couple of extra turns and rearrange the Geo Symbols to weaken the Archers. Either way, once you've taken the Geo Effects out of the picture, the Archers aren't that big of a deal.

Map Events

- Have Flonne on the stage at the start of turn 2.
- Position Laharl next to Sicily.
- Position Etna next to Flonne.

Scale of Good & Evil



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Corpse	27	4	Predation	Rose Whip	Bikini Armor (...could've done without that visual)	Poison Bite, DIEmension Slash
Watcher	26	4	Poison Accelerator (x2), Lengthen Ailment (x2)	Rose Whip	Bikini Armor	Super Hypno Ray, Mothsplosion, Moth Tornado, Poison, Stun
Red Blob	26	4	Poisonous Body	Rose Whip	Bikini Armor	Slime Stomp, Slime Cheer, Slime Hand

Geo Symbol	Geo Effect	Destroy
Blue	Warp	Blue Change
Green #1	Attack Times +1	Green Change
Green #2	No Ranged	Green Change
Red #1	Evade	Red Change
Red #2	Disperse Damage	Red Change

I, Flonne, the Fallen Angel of Love,
will not allow this angel bullying to stand!
SKIP

12dm
Move
Attack
Special Skill
Throw
Defend
Item
Equipment
Status
8
NAME
Etna
LV 36
HP 542
SP 267
-25%
50%
0%
1/4
Choose target to perform attack.

This is another map with a vicious combination of Evilities working against you. Everything here can Poison you somehow, which results in your characters taking extra damage from Poison ailments that last for nine turns or longer. It comes in handy if you've got a big stash of Fairy Dust, which you can buy from the item clerk at the Rosen Queen Trading Company, or if you've apprenticed several members of your crew to Clerics, Priests, or Flonne so they can learn the Espoir spell.

ATTACK ENTRY
468
16
TOTAL DAMAGE 347

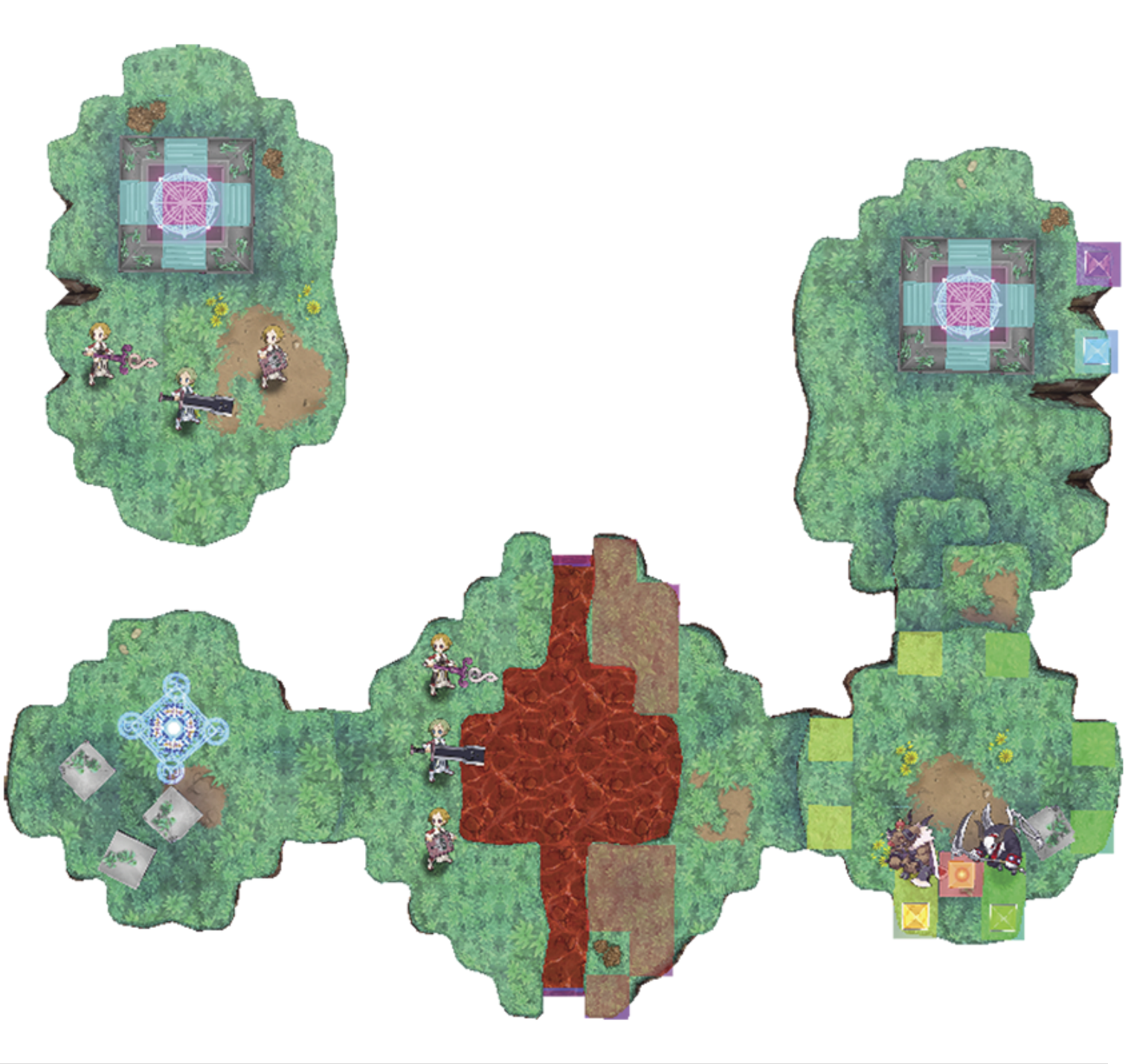
Take care of the Corpses near your base panel, then put together a crew to throw across the gap to the Red Blobs' island. The green Geo Panels have a series of effects that prevents both Heal and Espoir spells from being cast outside of melee range and which forces any character on the island to immediately repeat a successful attack. As a result, it almost makes more sense to send as few characters as possible to the Blobs' island to minimize the damage taken from all of them inevitably getting Poisoned.

With the Blobs out of the way, cast Braveheart or Magic Boost on your heavy hitters and send them through the Warp to the Watchers' island. If you hit the closest Watcher hard enough or often enough, you can drop all four at once thanks to the Disperse Damage Effect.

Map Events

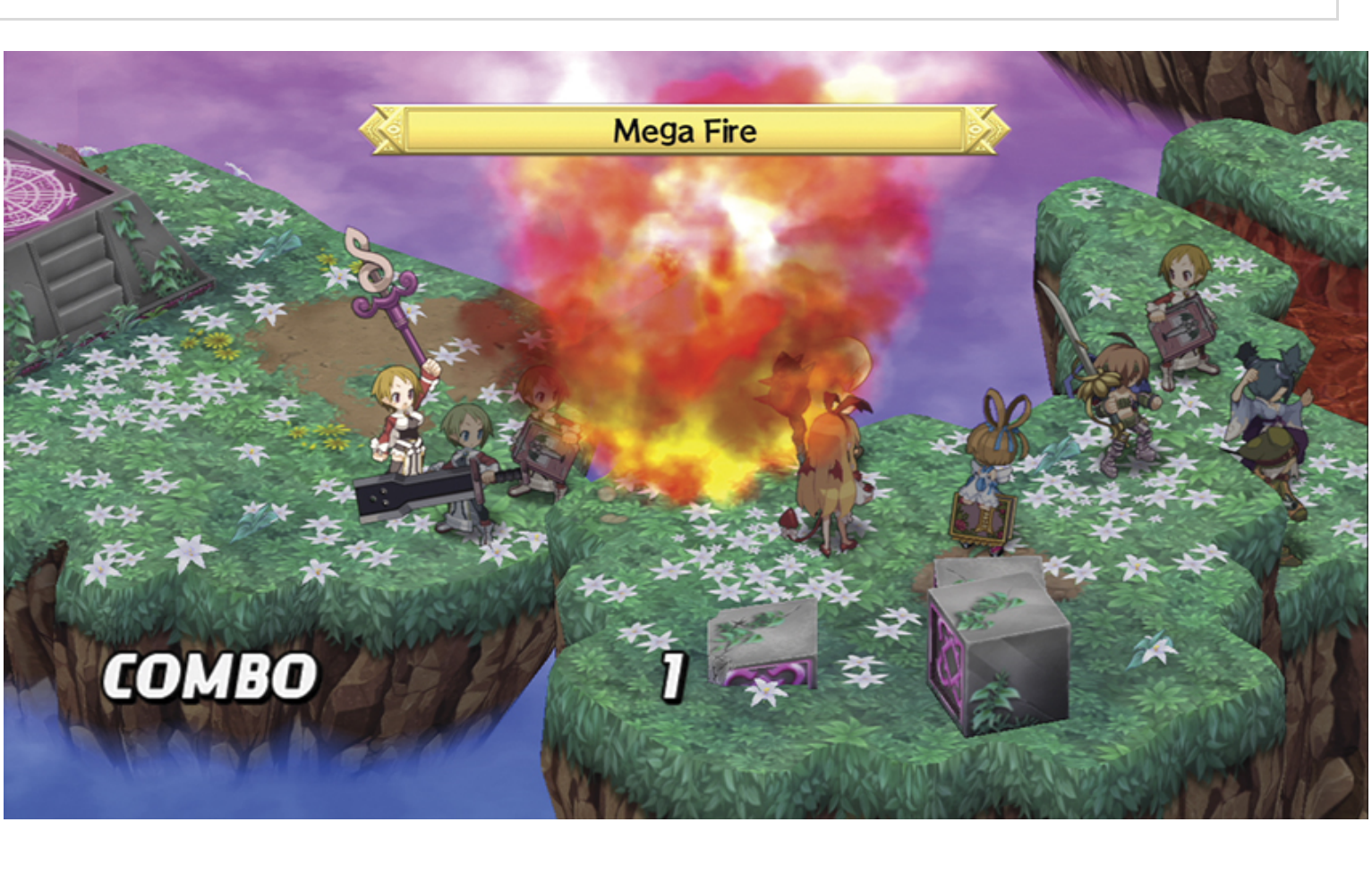
- Flonne takes an action.
- Station Sicily next to Etna.
- Have Laharl on the field at the start of your second turn.

The Floating Lands



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Magic Knight	28	2	Element Force	Inspiring Staff	Great Helm, Bloody Orb	Fire Charge, Wind Charge, Ice Charge, Fire, Mega Fire, Wind, Mega Wind, Ice, Mega Ice
Magic Knight	28	2	Spirit Protection	Berserker	Great Helm, Bloody Orb	Fire Charge, Wind Charge, Ice Charge, Fire, Mega Fire, Wind, Mega Wind, Ice, Mega Ice, Blade Rush, Hurricane Slash, Nether Slash
Magic Knight	28	2	Element Force	Magic for Morons	Great Helm, Bloody Orb	Fire Charge, Wind Charge, Ice Charge, Fire, Mega Fire, Wind, Mega Wind, Ice, Mega Ice, Blade Rush, Hurricane Slash, Nether Slash, 451 Degrees of Evil, Gone with the Cotton, Sea Horse Charge
Minotaur	28	1	Boar Charge	Bull Horn	Great Helm	Darkness Slash, Twilight Bomber
Chernobog	28	1	Soul Reaper	Eerie Emblem	Great Helm	Shadow Nail, Death March,Ice, Mega Ice

Geo Symbol	Geo Effect	Destroy
Null	No Entry	Clear
Yellow	Clone	Yellow Change
Aqua	Warp	Aqua Change
Purple	Warp	Purple Change
Green	Clone	Green Change



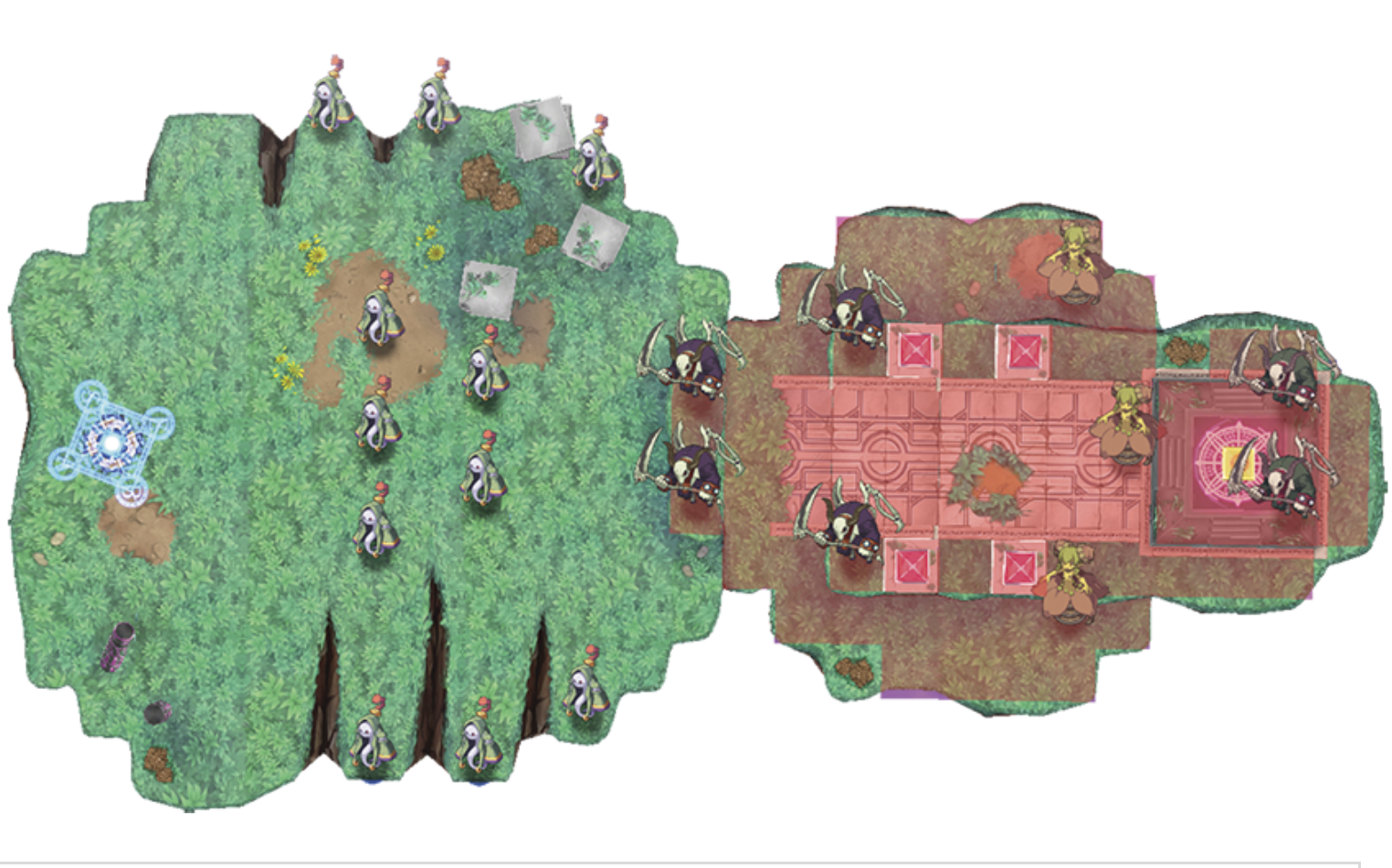
If there's a theme to this Episode, it's enemies with complimentary Evilities that make them more dangerous than they initially appear to be. The Magic Knights are a good example, as Element Force lets their spells hit harder than you'd think they would. This isn't a great stage for any of your units that have low RES or a glaring elemental weakness, such as Laharl or Dragons.

The Magic Knights will take some work to defeat, but they're there to buy time for the main event. The Minotaur and Chernobog are both formidable in their own right, and every turn you spend on the Knights is a turn where the monsters are allowed to generate their own backup via the Clone Panels on their island. This can be both beneficial, in that you have a nearly infinite number of monsters to farm for EXP, Mana, and HL, and a drawback, in that they can be formidable opponents. If you're having trouble with them, try ignoring the Knights long enough to tower-throw an attack team over to the Warp Panels, then deal with the Minotaur and Chernobog first before there are too many of them to handle.

Map Events

- Station Laharl next to Etna.
- Laharl and Flonne use a Team-Up Attack together.
- Station Etna next to Flonne.

Boundary of Darkness



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Specter	15	11	Mind Break	Weakling Emblem	Magical Vest	Ignis Fatuus, Dimension Eater X, Fire, Mega Fire, Mega Star
Chernobog	10	6	Mind Reaper (x2), Near Death Reaper (x4)	Flame Emblem	Great Helm	Ice, Mega Ice, Mega Star, Death March
Nemophila	16	3	Shielding Aroma	Flame Emblem	Great Helm	Petal Cutter V, Moon Spike, Wind, Mega Wind, Braveheart, Shield, Magic Boost, Magic Wall

Geo Symbol	Geo Effect	Destroy
Red #1	Enemy Level Up 10%	Red Change
Red #2	Enemy Level Up 10%	Red Change
Red #3	Enemy Level Up 10%	Red Change
Red #4	Enemy Level Up 10%	Red Change
Null	No Effect	Clear

This stage is a trap of sorts. The Specters are much lower-level than the enemy units in the rest of this Episode have been, but there are a lot of them. They can still bring down your characters if enough of them have the chance to cast Mega Star on the same target at once.

LEVEL UP
LEVEL UP
LEVEL UP
PLAYER TURN

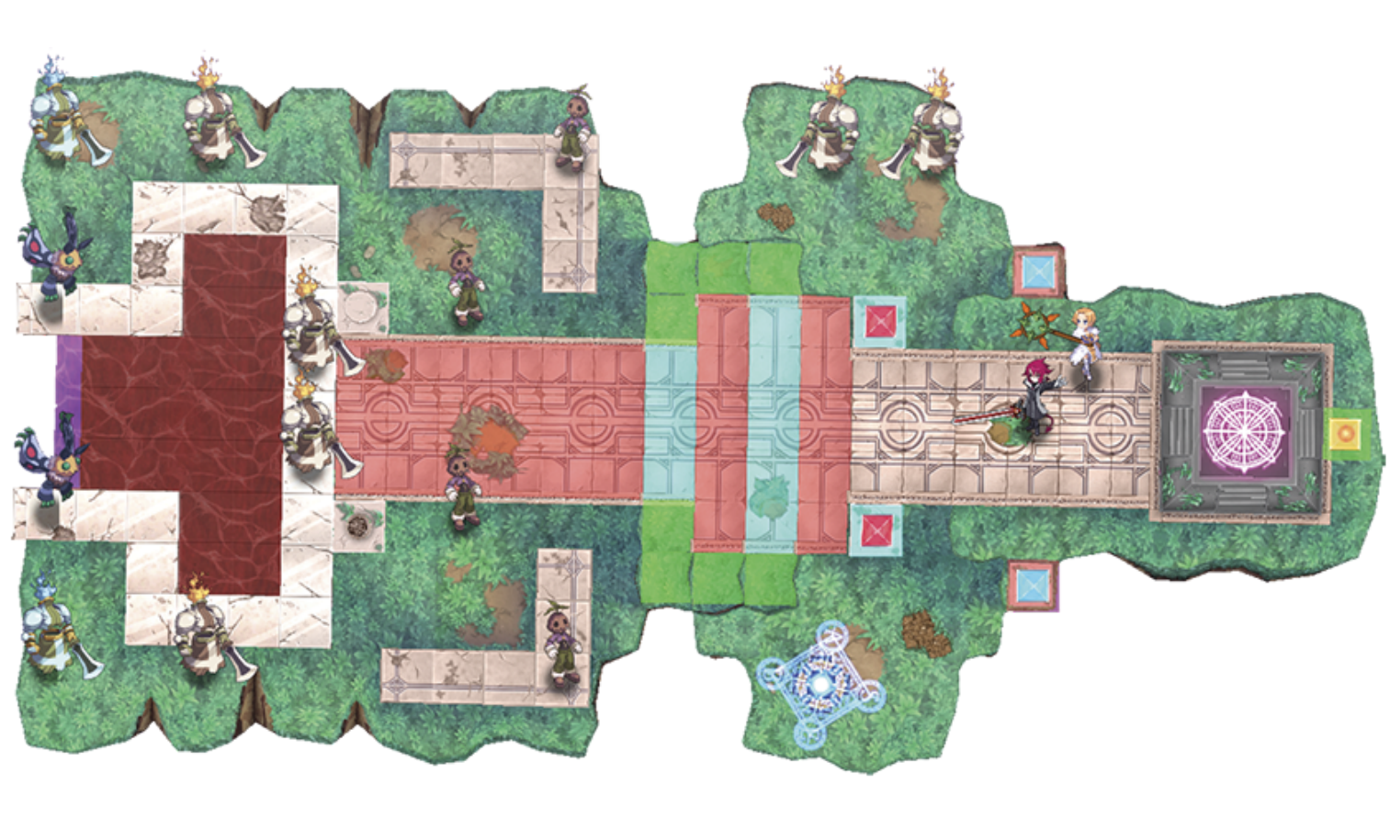
In the end, however, they're a distraction, just like the Magic Knights in the previous stage. The Specters are there to run interference while the Chernobogs and Nemophilae in the back of the level buff each other and slowly enjoy the benefits of the four (!) Enemy Level Up +10% Geo Symbols. By your third turn, they'll be around level 30; by your sixth, if you let them live that long, you'll be dealing with level 81 Nemophilae. At that point, they know high-end Skills like Scatter Thorn Shot and can wipe out your characters en masse. The key to success on this stage, then, is in how fast you can deal with the Specters. Note that destroying the red Geo Symbols will have no effect on anything else, since they're red Symbols on red Panels and thus don't trigger a Geo Change.

On a second visit to this stage, the Geo Effects are gone, leaving this as a fight against a large number of unaugmented, low-level casters. They'll initially backpedal into the red zone so the Nemophilae can buff everyone they can reach, then come back toward you to murder you with a flurry of Mega Star and Ice spells.

Map Events

- Station Flonne next to Laharl.
- Station Flonne next to Sicily.
- Have Sicily attack an enemy.

Celestial Gate



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Killer Armor	30	6	Patience	Tiger Fang	Great Helm	Lightning God Slash, X-Slash
Mandrake	28	4	Bad Trip	Tiger Fang	Great Helm	Jack Knife Jr., Daniel Jacks, Jumpin' Jack, Target Lock
Watcher	28	2	Full of Miasma	Flame Emblem	Dark Orb	Super Hypno Ray, Mothsplosion, Moth Tornado, Poison, Stun
Killer Armor	28	2	Flames of Revenge	Tiger Fang	Great Helm	Lightning God Slash, X-Slash

Neutral

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Xenolith	50	1	?????: Attackers take 20% of their max HP in physical damage.	Joyeuse	Brigandine, Devil Ring	Dark Phenomenon, Chaos Divider, Blade Rush, Hurricane Slash, Nether Slash, Musou Slash
Angel	40	1	Angel Love	Shiny Staff	Brigandine, Duralumin Shield	Heal, Mega Heal, Espoir

Geo Symbol	Geo Effect	Destroy
Red #1	DEF +50%	Red Change
Red #2	No Ranged	Red Change
Null	No Entry	Clear
Aqua #1	Recovery 20%	Aqua Change
Aqua #2	ATK -50%	Aqua Change

If you're bored or vastly outgunned, you could theoretically clear this stage by having someone stand in the back and letting Xenolith take care of business. He's a neutral unit with backup from his Angel buddy, and between his ridiculous attack power and her Heal spells, he can clear this map by himself. Xenolith's Evility is censored on account of its name being a mild spoiler, but what it amounts to is that anything that attacks him directly takes up to 20% of its maximum HP in damage.

Should you decide to take a hand in this, be aware that the Watchers and Mandrakes have their old one-two Evility punch again; Bad Trip ensures that any one of your units that gets hit by a Mandrake could theoretically get all five status ailments simultaneously. The two differently-colored Killer Armors in the back also have the Flames of Revenge Evility, so by the time they make it to your troops, they'll have enough ATK to sink a destroyer.

You can help to compensate for this by using the Geo Effects on the stairs to your advantage. If you set up a defensive line of melee characters on the red Geo Panels, you'll receive a DEF +50% bonus that makes it that much harder for the enemy to directly damage you. It also helps that the Angel will throw AoE Heal spells on your troops on her turn, whether they need healing or not.

ATTACK ENTRY
648
1074
TOTAL DAMAGE 755

A leveled-up spellcaster standing on the hill near the base panel can also do some serious damage as the enemies move up toward you, throwing down Fire and Wind spells on the slower enemies to soften them up. You'll have to be careful that the Watchers don't kill that character with Mothsplosion.

When you clear this map, you receive the Gate Crasher Trophy.

On a second visit to the Celestial Gate, Xenolith and his Angel are gone, as are all the Geo Symbols. The monsters remain the same.

Map Events

- Station Flonne next to Sicily.
- Walk Etna up to Xenolith.
- Walk Laharl up to Xenolith.

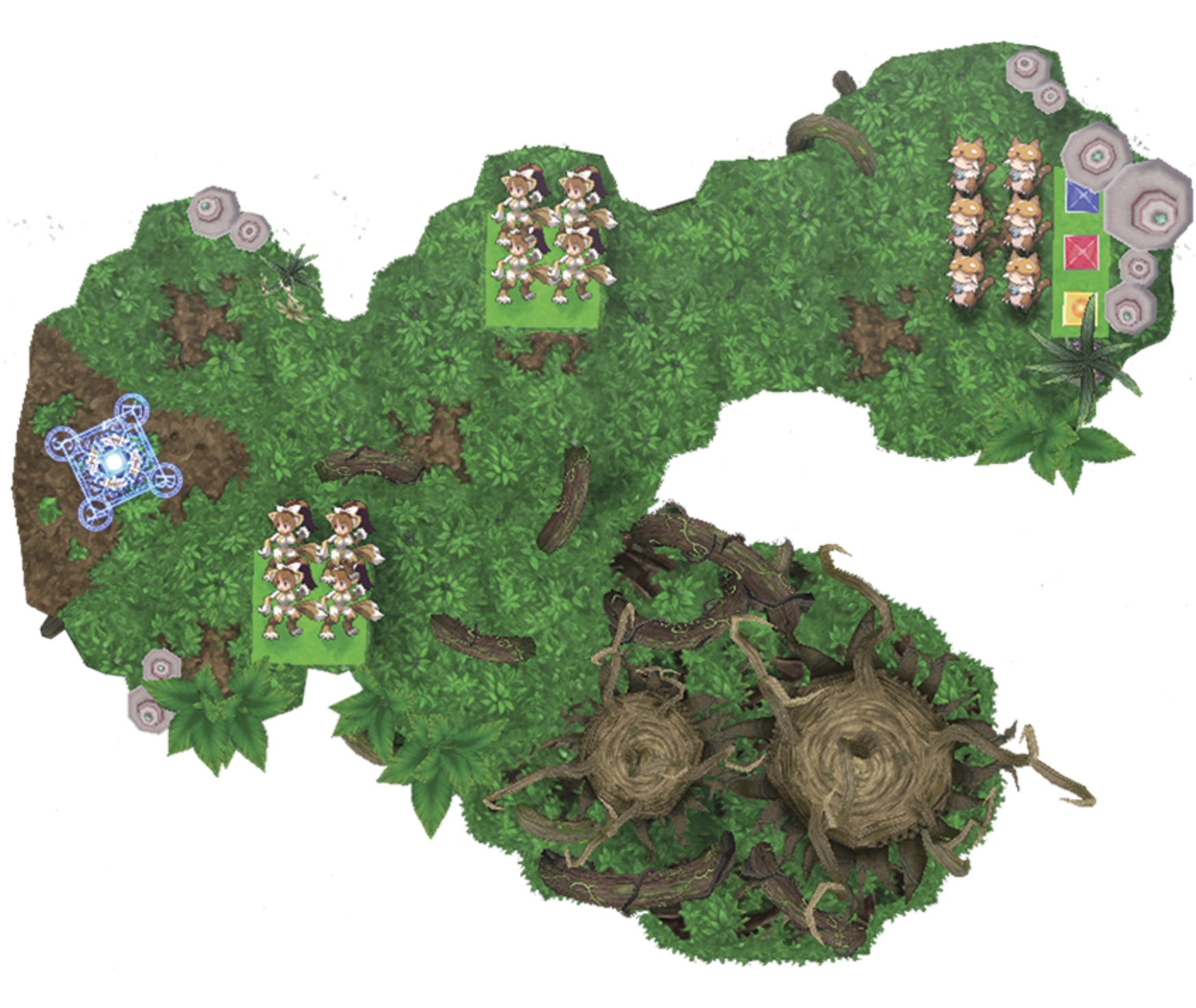
Episode 6: Etna's Letter

This Episode's treasure chests can be found in the throne room on the side stairs, in Laharl's bedroom, and on the floor next to the Rosen Queen Trading Company's counter. As usual, the Cheat Shop's updated; your minimum multiplier is now 40% and your maximum is 130%.

You can now also pass a bill in the Dark Assembly to Meet a Super Idol. If successful, this opens up one of the optional Detour stages.

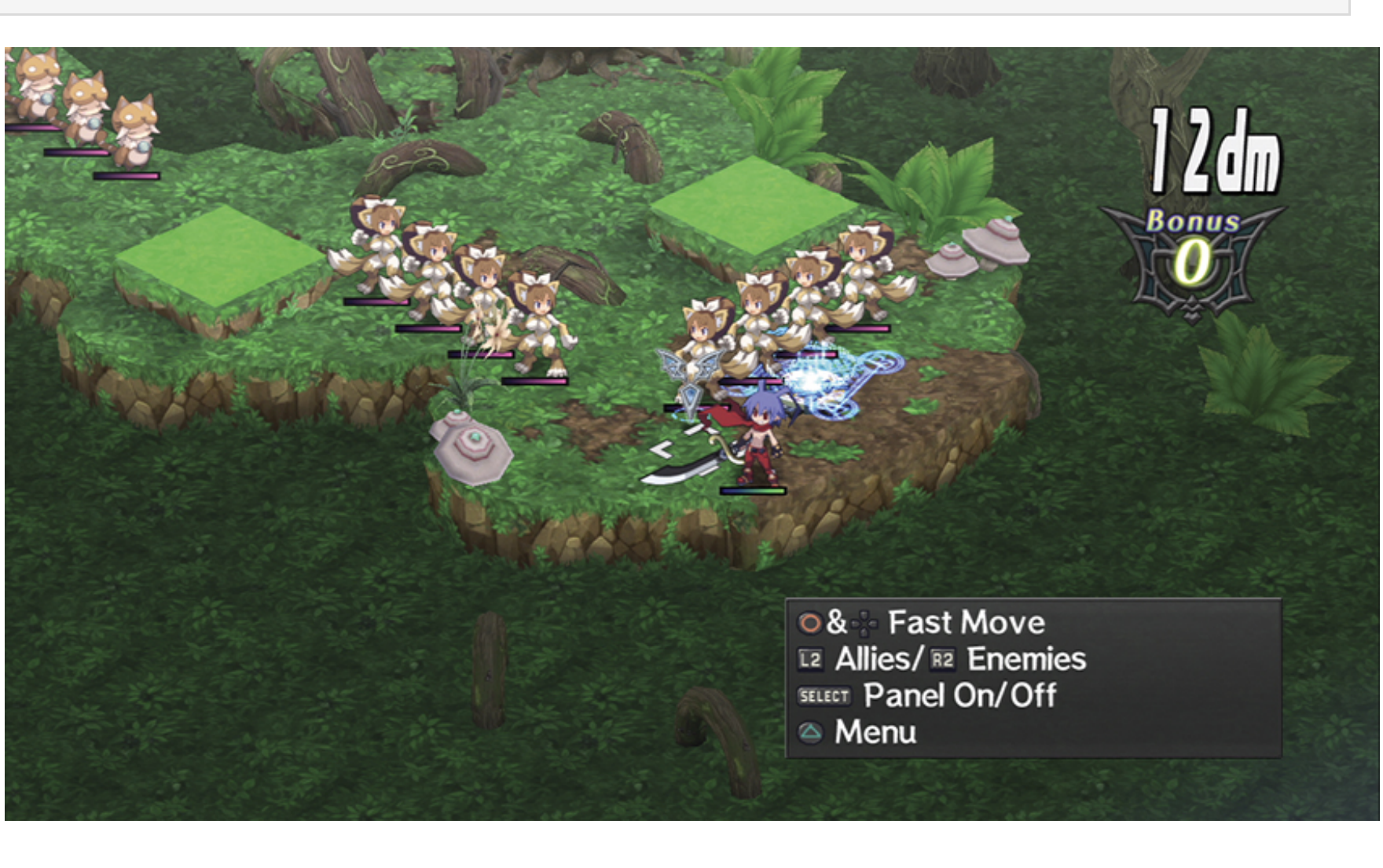
This entire Episode is one big gear/level check. Episode 6 is set in Agul Eviland, one of the most dangerous territories in the Netherworld. It's full of powerful monsters with complimentary Evilities, and you'll want to spend some time reinforcing your gear before you go out looking for fights. Spend some cash on new armor at Rosen Queen and consider leveling a couple of weapons in the Item World. The more powerful you are when you walk into Agul Eviland, the better off you'll be.

Frightening Forest



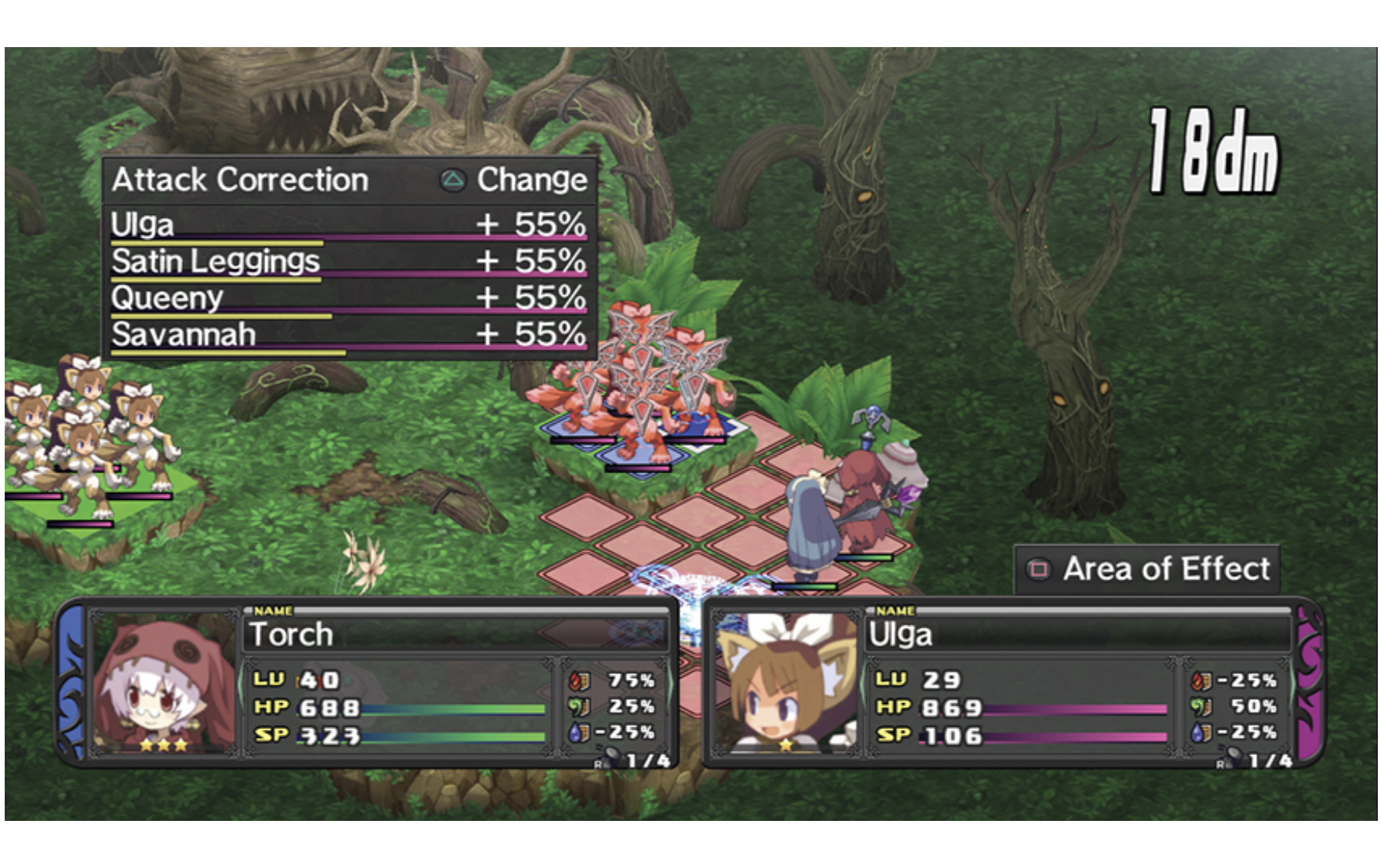
Geo Symbol	Geo Effect	Destroy	Note
Null	ATK +50%	Clear	On a second visit, this changes to Mana +50%.
Red	EXP +50%	Red Change	-
Blue	Enemy Boost +50%	Blue Change	-

Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Nekomata	29	8	Enemy on the Brink	Jack-o'-Lantern	Hustler Jacket	Cat Dance, Lovely Paw Fist	-
Warcat	30	6	Cute Aura	Jack-o'-Lantern	Hustler Jacket	Cat Setaria, Burning Hairball, Cat Umbrella Spin	Absent on future visits to this stage.



The Nekomata begin this stage standing on Geo Panels that give them ATK +50% and Enemy Boost +50%, as well as EXP +50%. That latter effect shouldn't tempt you into starting a fight with them. It's a better, safer option to bring out a single character and move into the corner, back behind the base panel. The Nekomata and Warcats will all obediently come running after you, away from their Geo Panels, and thus giving up their advantage.

This doesn't make the fight easy, as the Nekomata are powerful hand-to-hand fighters, the Warcats can do some significant damage with Burning Hairball and Cat Seteria, and both have a high Counterattack stat. Once you get them away from the Geo Panels, however, there's nothing here you can't handle.

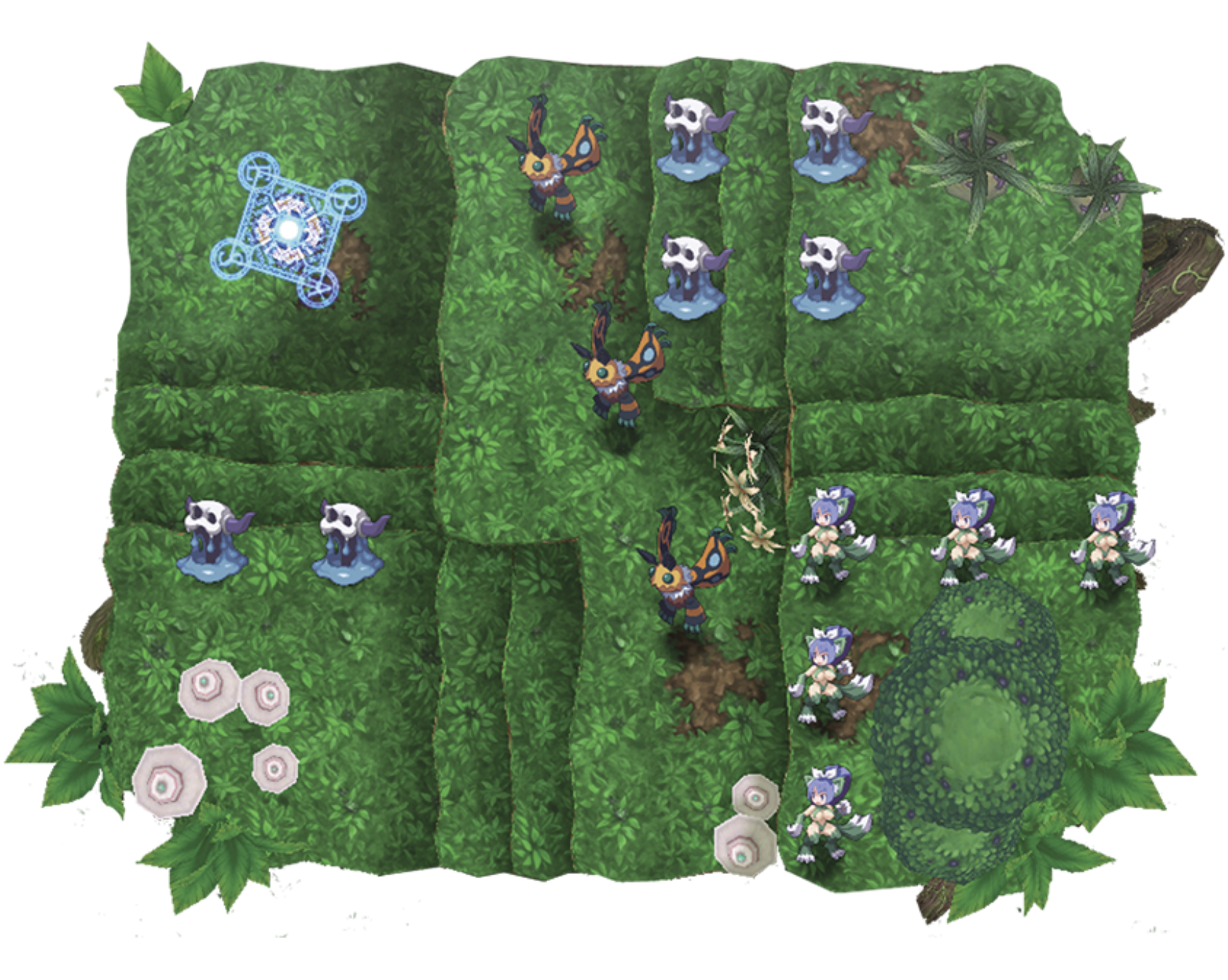


On future visits to this stage, the Warcats disappear and the ATK +50% Geo Effect switches over to Mana +50%. The Nekomata still enjoy the benefit of the Enemy Boost +50% Geo Effect, which makes it a bit harder to efficiently farm them, but this is still one of the best spots to grind levels and Mana outside of the Post-Game.

Map Events

- Station Etna next to Sicily.
- Station Etna next to Laharl.
- Station Laharl next to Flonne.

Momentary Bravado



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Red Blob	31	6	Corrupting Body	Rose Whip	Magical Tricorn Hat	Slime Stomp, Slime Cheer, Slime Hand
Messenger	31	3	Lengthen Ailment	Greedy Emblem	Dark Orb	Super Hypno Ray, Mothsplosion, Moth Tornado, Poison, Stun
Nekomata	32	5	Cat on the Brink	Jack-o'-Lantern	Hustler Jacket	Cat Dance, Lovely Paw Fist

12dm
Bonus
0
Siobhan
L2 Allies/ R2 Enemies
& Fast Move
Display Move Range & Bonus
Menu

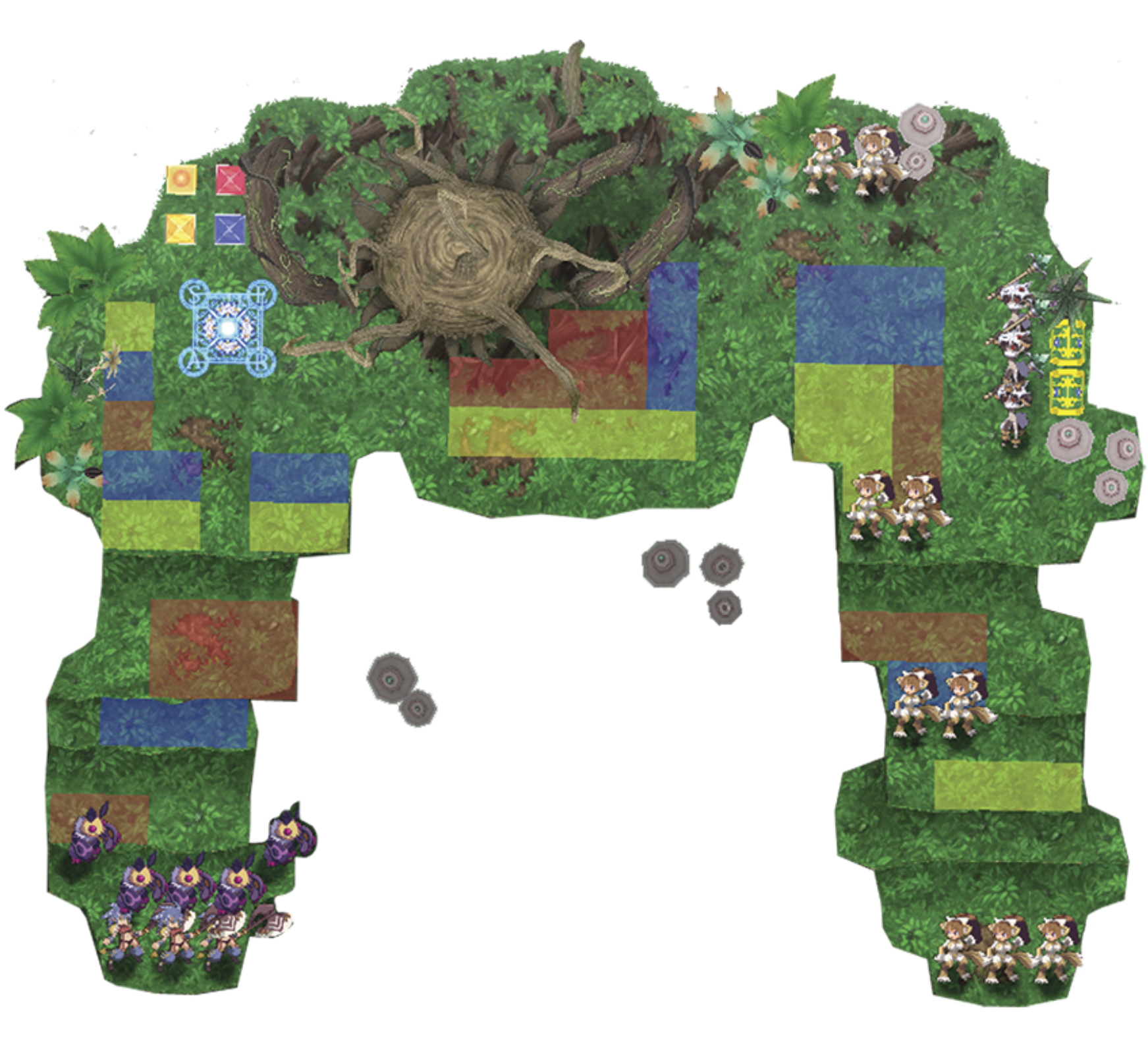
The Messengers all have the Lengthen Ailment Evility and it stacks for every one of them that is alive when a status ailment is applied, so the Red Blobs could end up sticking you with paralysis, Poison, or deprave for up to 11 turns.

Use your offensive spellcasters to dispose of the Blobs as quickly as possible, and keep dispelling those ailments with Fairy Dust or Espoir. As long as nobody ends up keeling over from Poison damage, the five Nekomata in the back aren't much to speak of.

Map Events

- Have Laharl on the field at the start of your fifth turn.
- Have Etna on the field at the start of your second turn.
- Station Flonne next to Sicily.

Despairing Silence

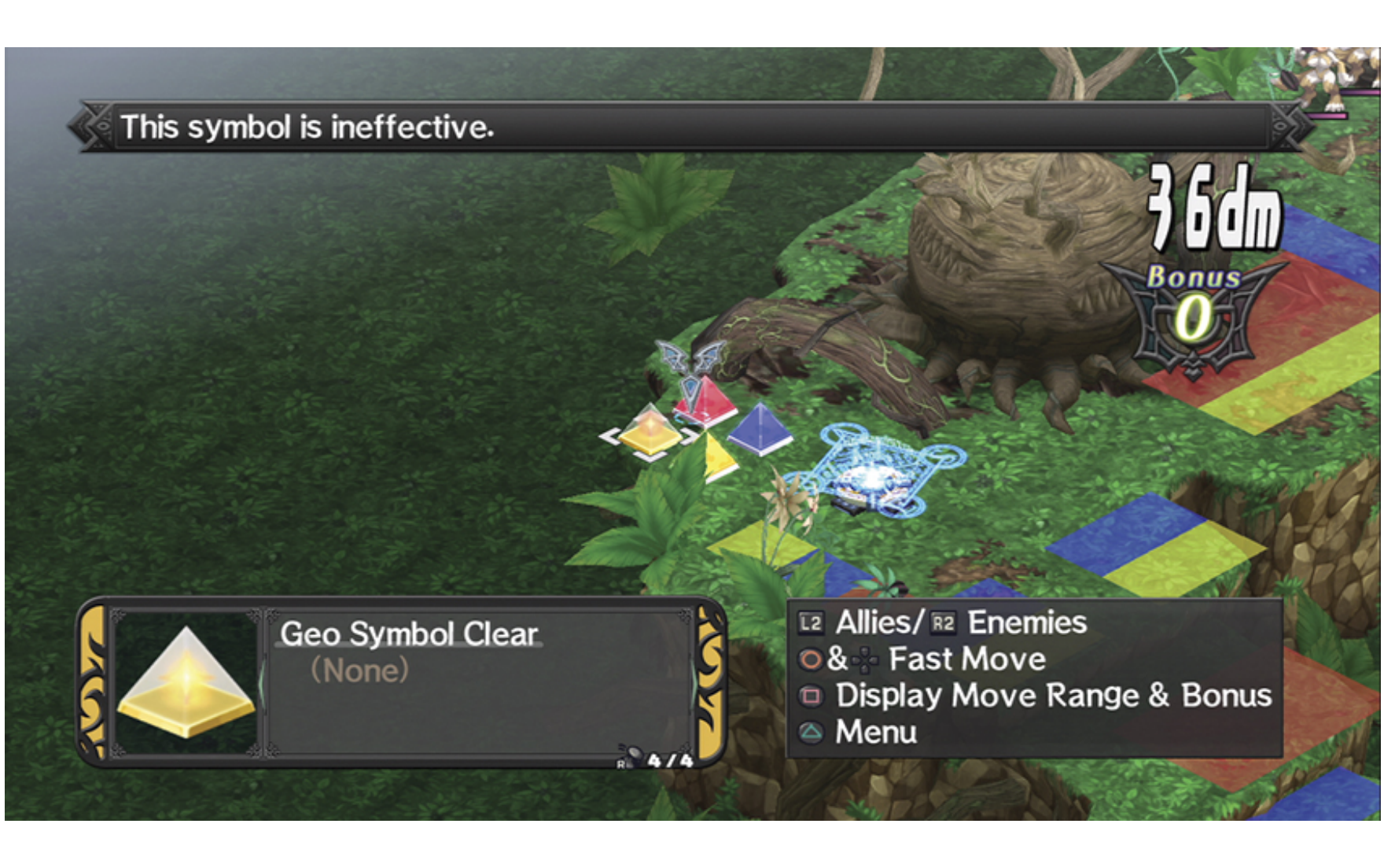


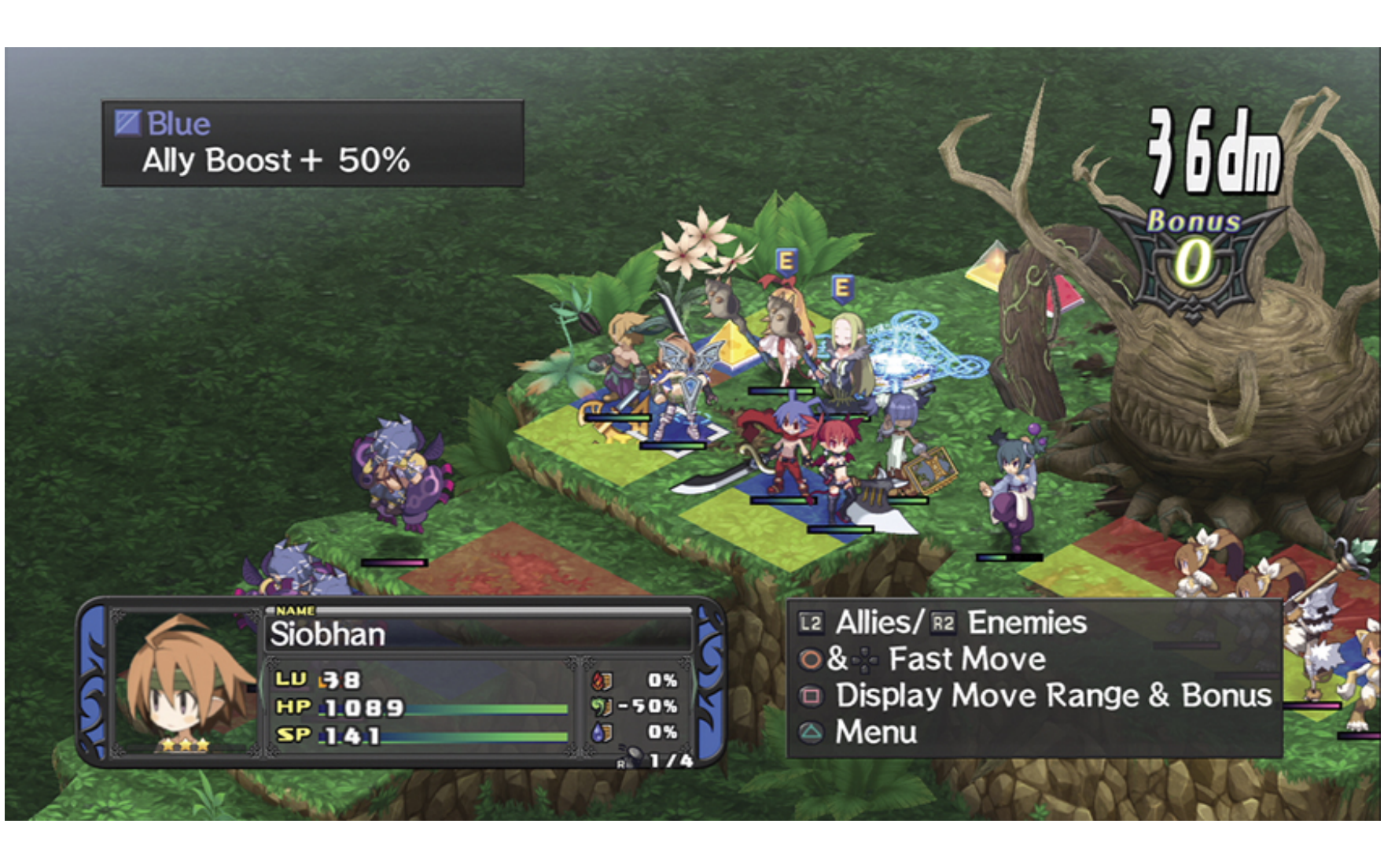
Class	Lv	Qty	Evility	Weapon	Armor	Skills	
Beast Leader	32	3	Dark Blood	Shaman Axe	Hustler Jacket	Wild Groom, Dominate, Boulder Crush, Helmet Crush, Super Back Spin	Each one mounts a Watcher on their first turn.
Watcher	30	5	Poison Accelerator	Jack-o'-Lantern	-	Super Hypno Ray, Mothsplosion, Moth Tornado, Poison, Stun	-
Nekomata	32	9	Enemy on the Brink	Bear Claw	Hustler Jacket	Cat Dance, Lovely Paw Fist	-
Witch Doctor	34	3	Cursed Dance	Emerald Staff	Hustler Jacket	Enfeeble, Armor Break, Mind Break, Resist Break, Blind, Slow, Poison, Stun, Blank Out	-

Geo Symbol	Geo Effect	Destroy
Red	Enemy Weaken -50%	Red Change
Blue	No Entry	Blue Change
Yellow	Ally Boost +50%	Yellow Change
Null	None	Clear

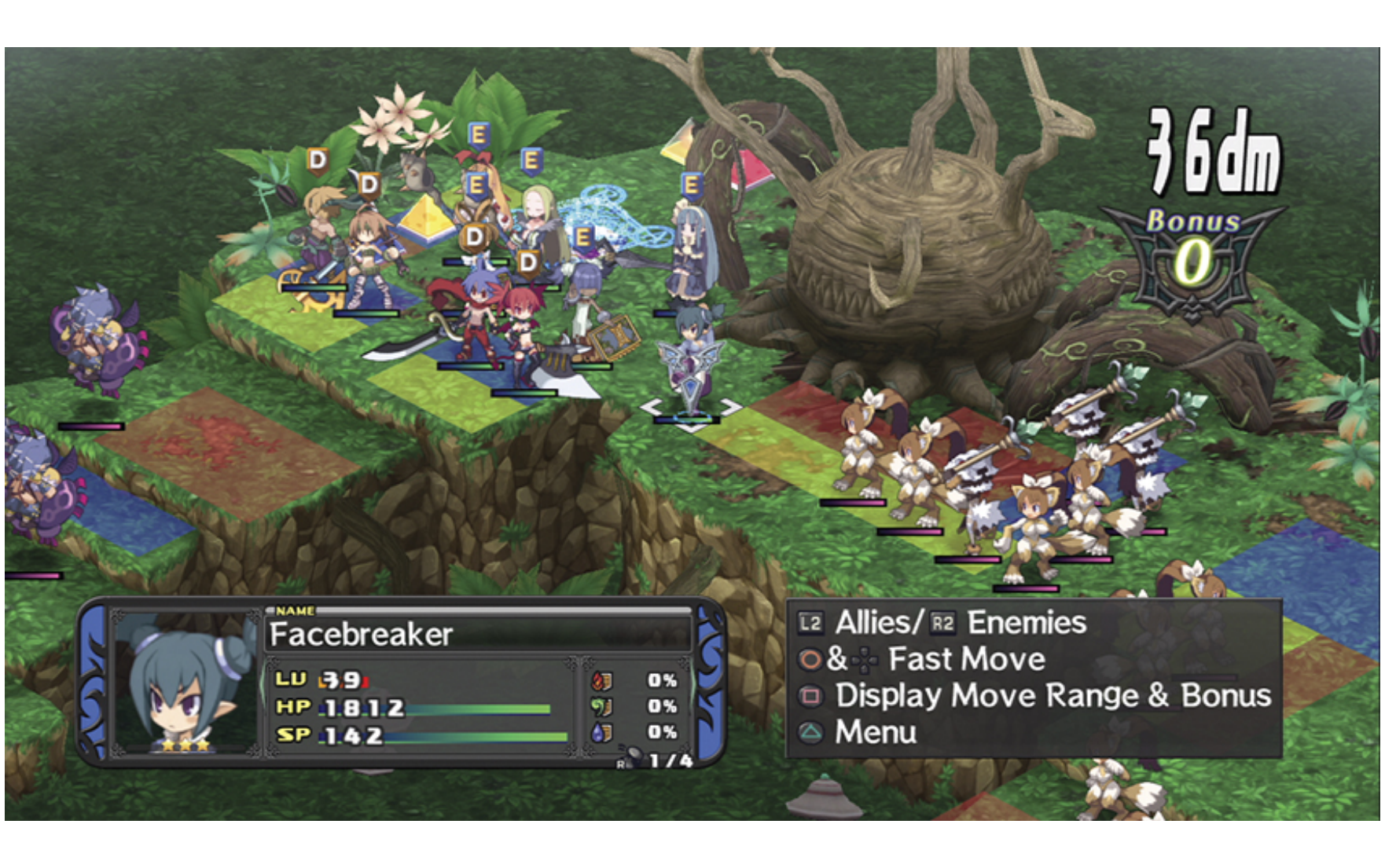
This is another one of those rude awakenings that are scattered around the story missions. There are a lot of passive buffs and debuffs in play that make this situation more dangerous than it looks.

The Beast Leaders' Evility provides them with a 5% stat buff per monster on the map, and at the start of the battle, there are 14 monsters scattered around the landscape. You're also eating a 15% stat penalty from the Shamans' Cursed Dance. As a result, even if you think you've got this in the bag, the Leaders are going to walk up and Moth Tornado your face off your head.



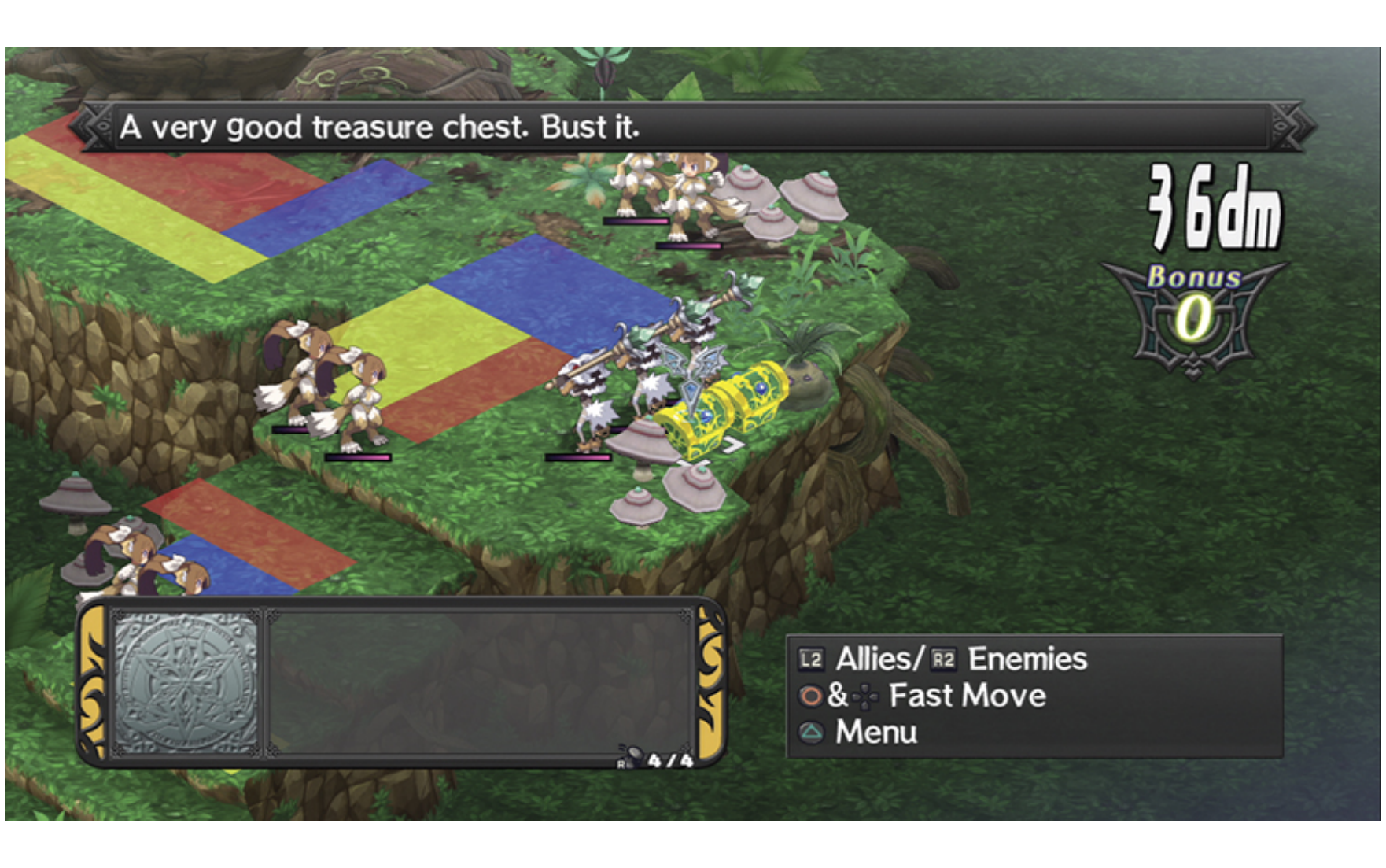


To even the odds, use the Geo Symbols near the base panel to your advantage. There are multiple approaches you can take and you should feel free to experiment, but the one that worked most consistently for us was to give yellow Geo Panels the Enemy Weaken –50% Geo Effect, blue Panels the Ally Boost +50% Geo Effect, and red Panels the No Entry effect.



This forces the Nekomata to approach you along a narrow corridor that weakens them, so you can hold the line against them with a single character (ideally one with a Spear), and causes the Beast Leaders to ride up on their Moths and position themselves on the yellow Enemy Weaken tiles.

This all sounds straightforward enough, but there are still a lot of X-factors in play. The Shamans do nothing but throw out status ailments and debuffs, such as Stun and Armor Break, and the long range and area of effect on Moth Tornado can make a mess of your support units if you aren't careful about conditioning. Killing the Beast Handlers as fast as possible is the key to this stage overall, as they do the bulk of the enemy's damage. The rest is epilogue.

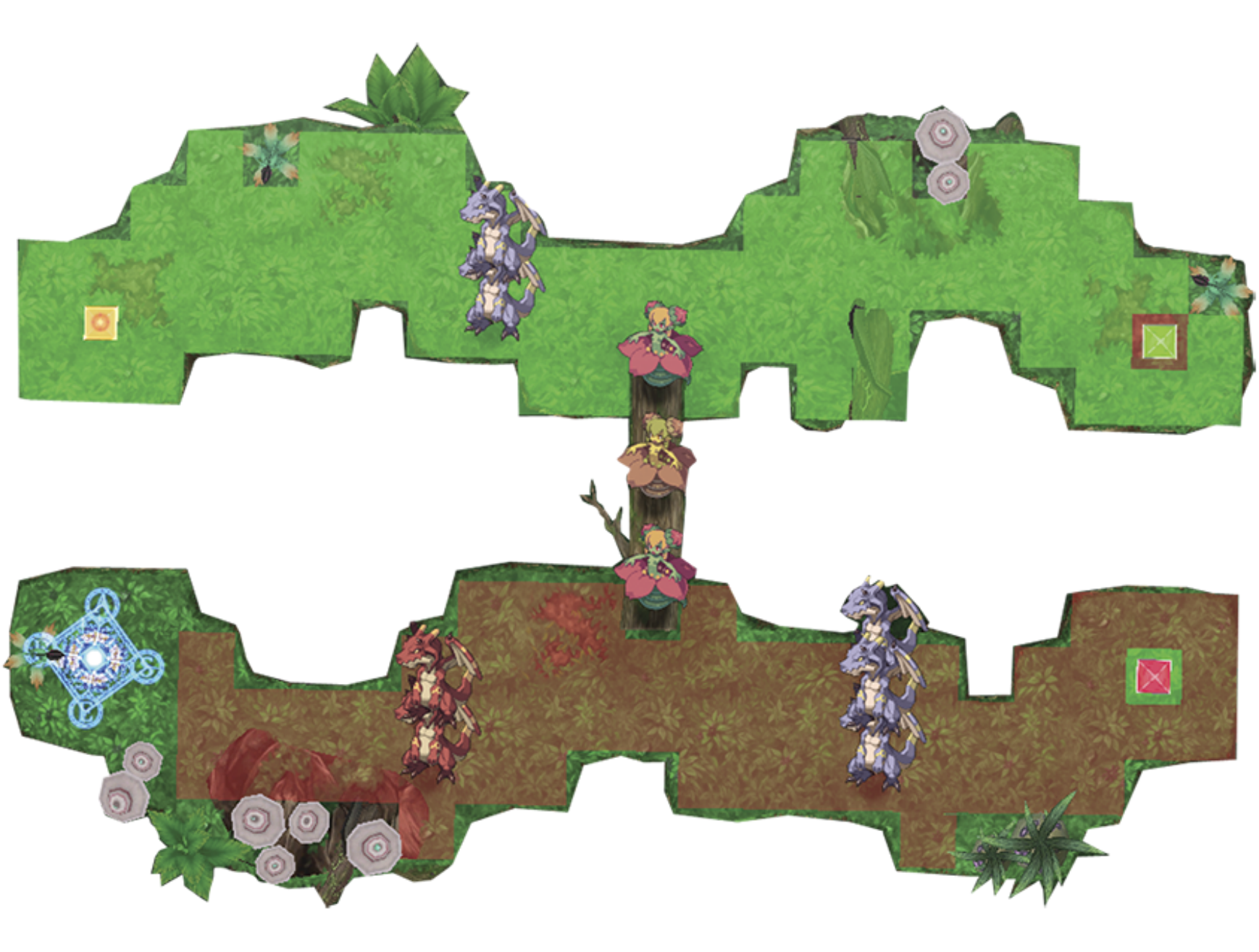


On your first trip through this stage, you can break open the two gold treasure chests for two random legendary items of rank 10 to 12. The chests, as with most of the treasures in the story campaign, do not reappear on subsequent visits.

Map Events

- Station Laharl next to Sicily.
- Station Flonne next to Etna.
- Have Laharl on the field at the start of the second turn.

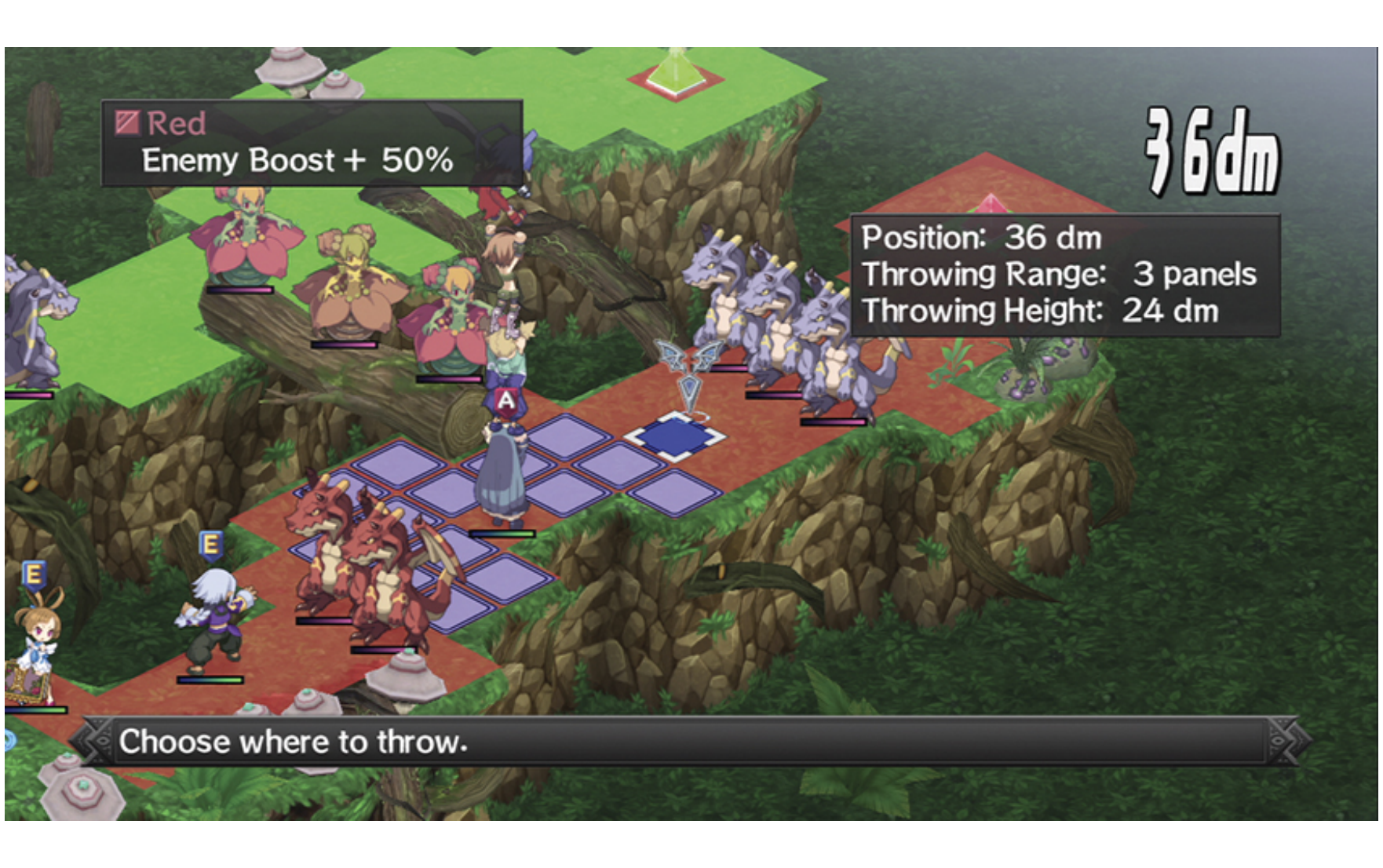
Animal Trail to Hell



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Nidhogg	35	2	Wind Depression	Tiger Fang	Magical Tricorn Hat	Dragon Hornet, Sky High Dragoon
Fafnir	32	6	Air Charge	Tiger Fang	Magical Tricorn Hat, Psycho Orb	Dragon Hornet, Sky High Dragoon
Pharbitis	33	3	Sweet Aroma (x2), Shielding Aroma	Third Eye Emblem	Hustler Jacket	Petal Cutter V, Solar Satellite, Moon Spike, Wind, Mega Wind, Giga Wind, Braveheart, Shield, Magic Boost, Magic Wall

Geo Symbol	Geo Effect	Destroy
Red	Wind Element +50%	Red Change
Null	DEF -50%	Clear
Green	Enemy Boost +50%	Green Change

There's an interesting synergy at work here. The Pharbitises like to use Wind spells, and each one they cast buffs the Fafnirs via their Air Charge Evility. The Nidhoggs pitch in by reducing your resistance to Wind. Combine that with the Enemy Boost Geo Effect and you could be in for some serious pain on this map.

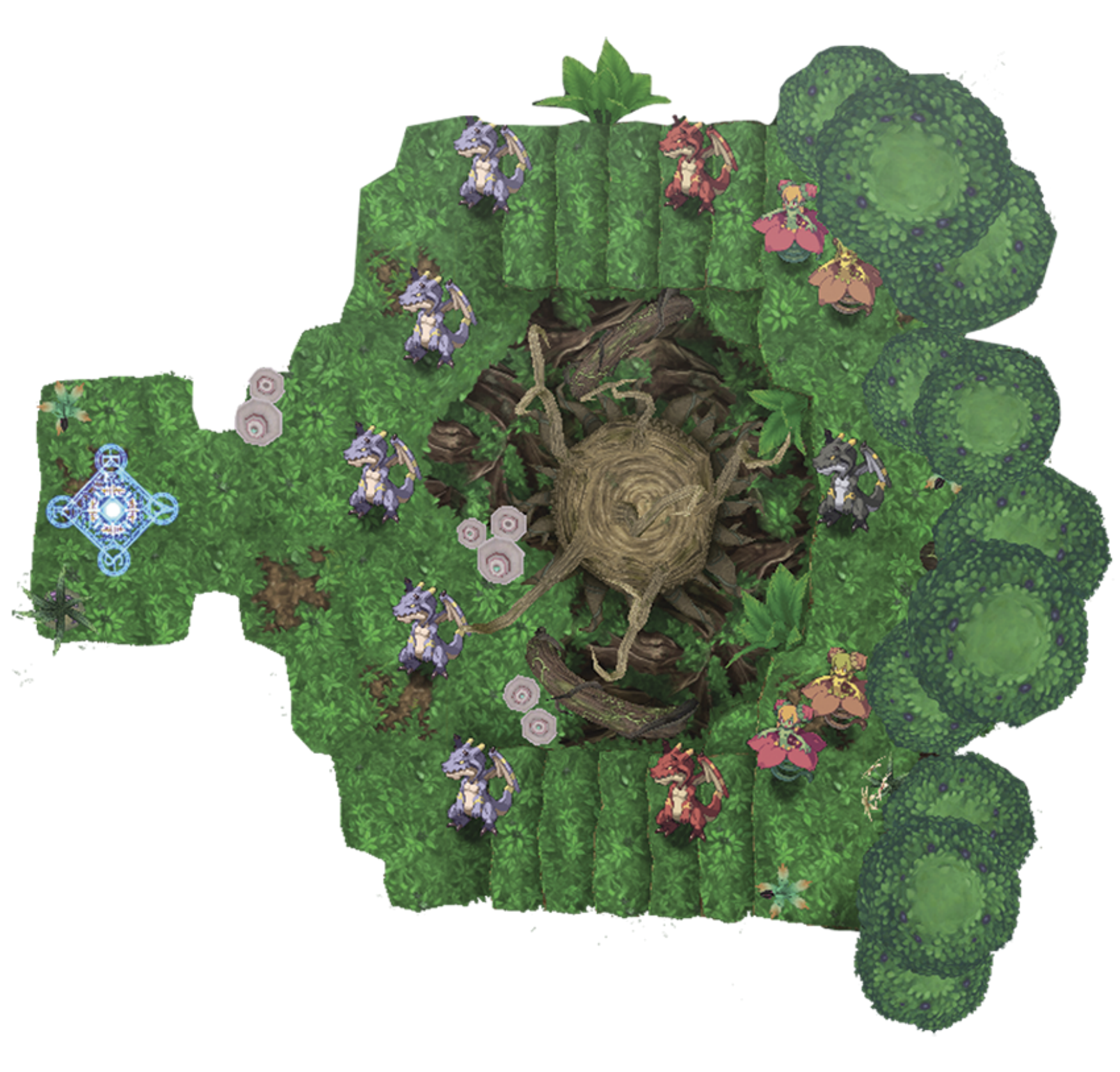


If you put at least six characters into a tower throw, you can get to the red Geo Symbol that's covering half the map in Enemy Boost +50%. Destroying it triggers a cascade that clears the zone of Panels, which "just" leaves you with a field full of angry Dragons. This sounds simple enough, but even without Enemy Boost, the Fafnirs can still bring the pain. Fortunately, they have a serious weakness to Ice spells, which you should be sure to exploit.

Map Events

- Station Laharl next to Etna.
- Station Laharl next to Flonne.
- Have Sicily on the field at the start of your third turn.

Death Scream Chorus



Class	Lv	Qty	Evility	Weapon	Armor	Skills	
Dragon	30	5	Air Charge	Tiger Fang	Dandy Gown	Dragon Hornet, Sky High Dragoon	-
Fafnir	34	2	Wind Depression	Alligator Bite	Dandy Gown, Hustler Jacket	Dragon Hornet, Sky High Dragoon	Absent on a second visit
Ahzi Dahaka	36	1	Wind Dominance, Wild Cry	Alligator Bite	Dandy Gown, Falcon Shoes	Dragon Hornet, Sky High Dragoon	Absent on a second visit
Nemophila	32	4	Sweet Aroma (x2), Shielding Aroma (x2)	Eerie Emblem	Dandy Gown	Petal Cutter V, Solar Satellite, Moon Spike, Wind, Mega Wind, Giga Wind, Braveheart, Shield, Magic Boost, Magic Wall	Absent on a second visit

ATTACK ENTRY
Ice
1771
TOTAL DAMAGE 1771

The first five Dragons go down easily enough to combo attacks or Ice spells, but the Fafnirs are where this fight really starts. They've got some power behind them, and you should take them seriously.

Select a target.
Damage Correction
Change
The Last Guy Out + 20%
Side Attack!
Chance of Team Attack
Lanzarote 75%
The Last Guy Out
Lanzarote
Etna
The Last Guy Out

The main event is when the Ahzi Dahaka makes its way down the stairs, which won't happen until such a time as all five Dragons are dead. It's level is higher than anything else on the map, it has a second Evility that enhances its stats as soon as you run up to attack it, and the four Nemophilae will do absolutely nothing other than casting buff spells on it or standing nearby to give it the benefit of their Evilities.

Beating this mob of Dragons grants you the Eviland Explorer Trophy.

On subsequent visits to Death Scream Chorus, the Ahzi Dahaka and his Nemophilae groupies are gone, leaving this as a fight against five level 30 Dragons. Given their vulnerability to Ice attacks, this is a good stage to level up your supporting characters such as Clerics, Priests, or Flonne. You can teach them Ice spells through apprenticeship and beat up on Dragons for a bit until you're up to speed.

Map Events

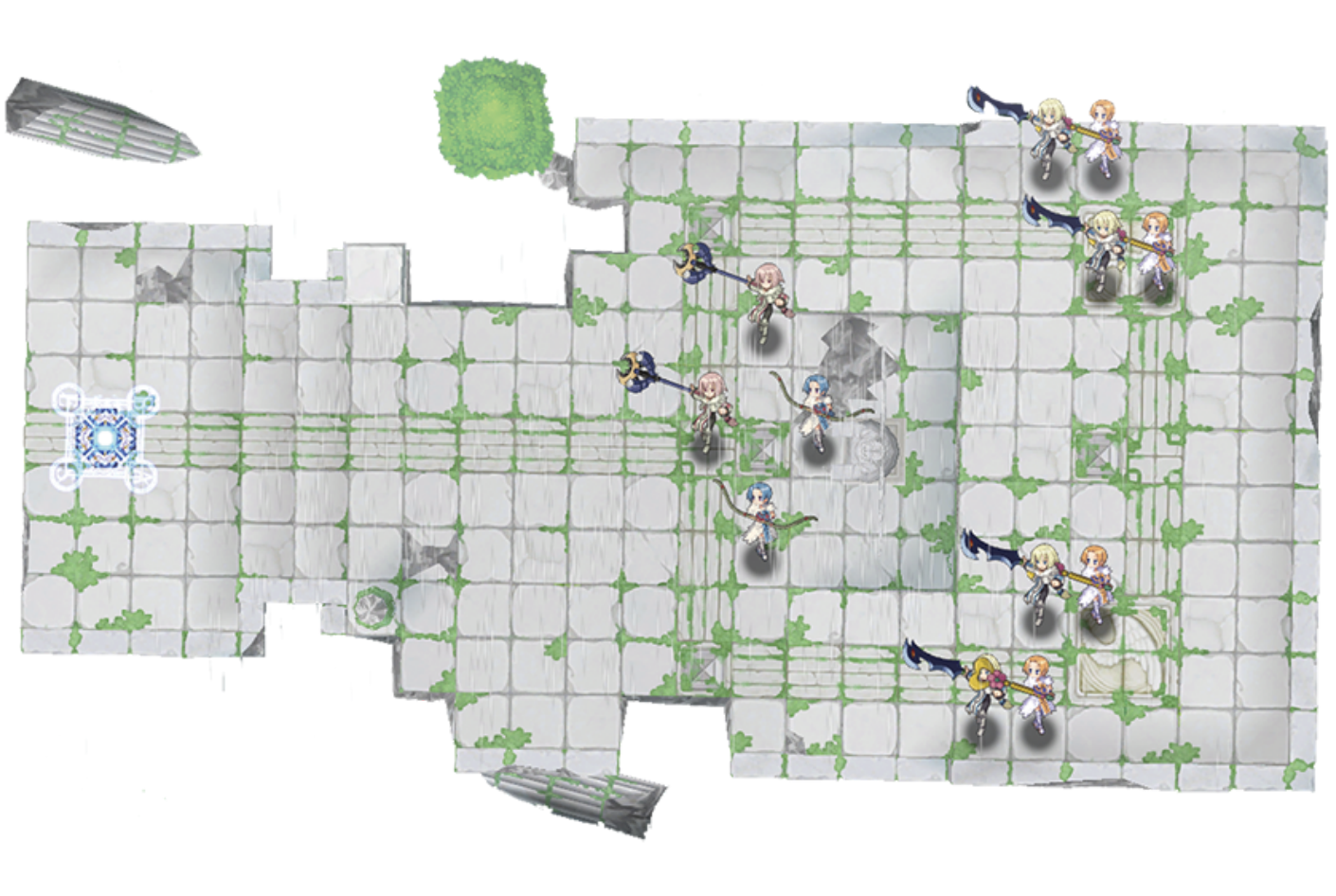
- Etna attacks an enemy unit.
- Station Laharl next to Etna.
- Station Flonne next to Sicily.

Episode 7: The Truth About Angels

This Episode's vaguely hidden treasures can be found in Laharl's bedroom, in the castle's library, and on a hedge in the indoor garden. The Cheat Shop's minimum multiplier has been lowered to 30%, and its maximum has been raised to 135%.

You can now pass the As Overlord, I Accept Any Challenge! Bill in the Dark Assembly for 500 Mana. This unlocks a Detour called Piglet's Growth.

The Fool's Ruins

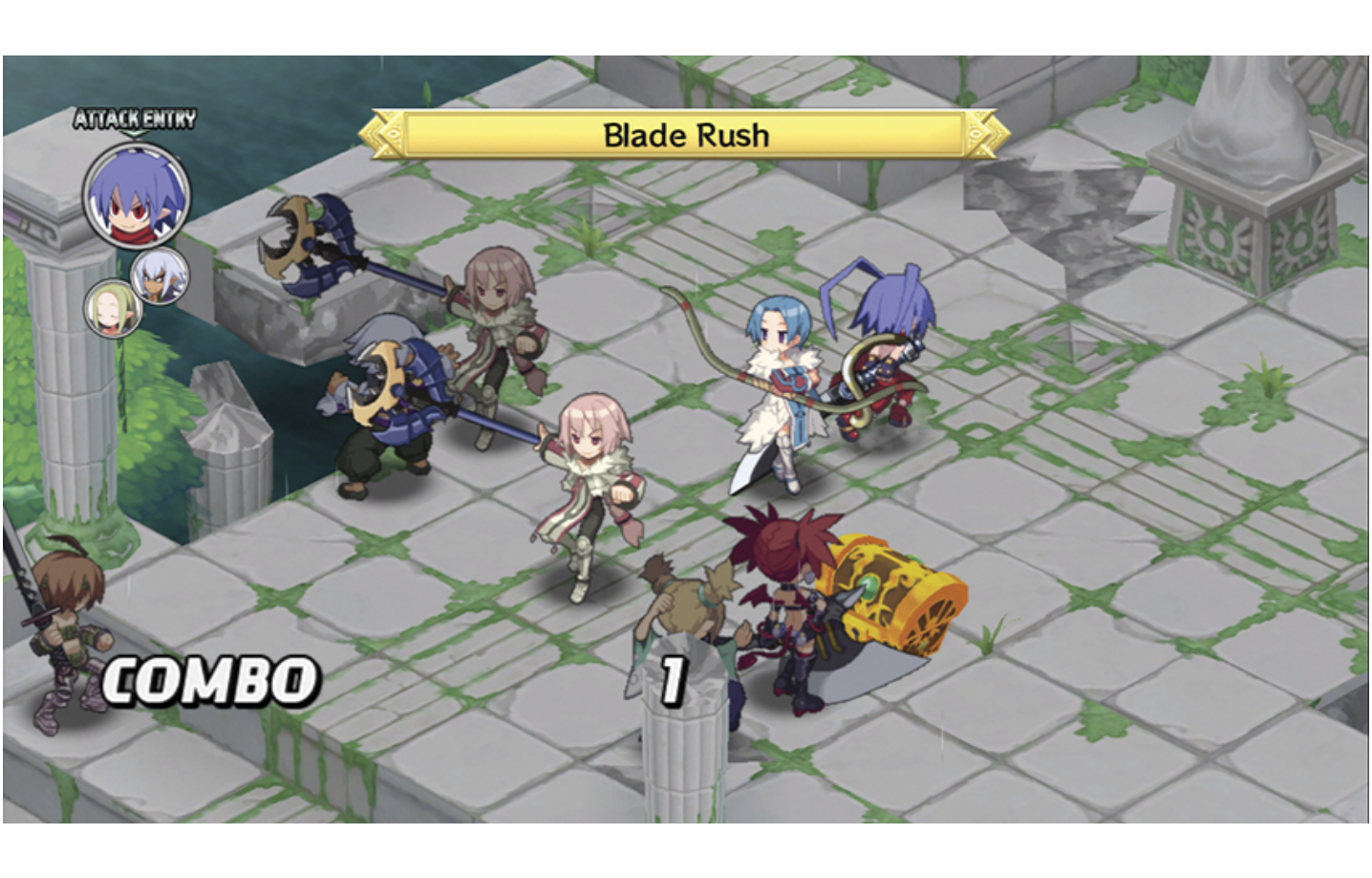


Class	Lv	Qty	Evility	Weapon	Armor	Skills
Angel Page	35	2	Angel Majesty	Hungnir	Scalemail	Impaler Drop, Blade Bash, Spear Blow, Heal, Espoir
Angel	35	2	Angel Love	Jadeite Bow	Scalemail	Dark Spica, Bright Canopus, Meteor Arrow Kick, Heal, Espoir
Angel Page	36	4	Angel Song	Man Eater	Scalemail	Blade Rush, Hurricane Slash, Nether Slash, Musou Slash, Heal, Espoir
Angel	36	4	Angel Protection	Pretty Rod	Scalemail	Mega Fire, Giga Fire, Heal, Espoir

Mega Fire
COMBO 1
TOTAL DAMAGE 723

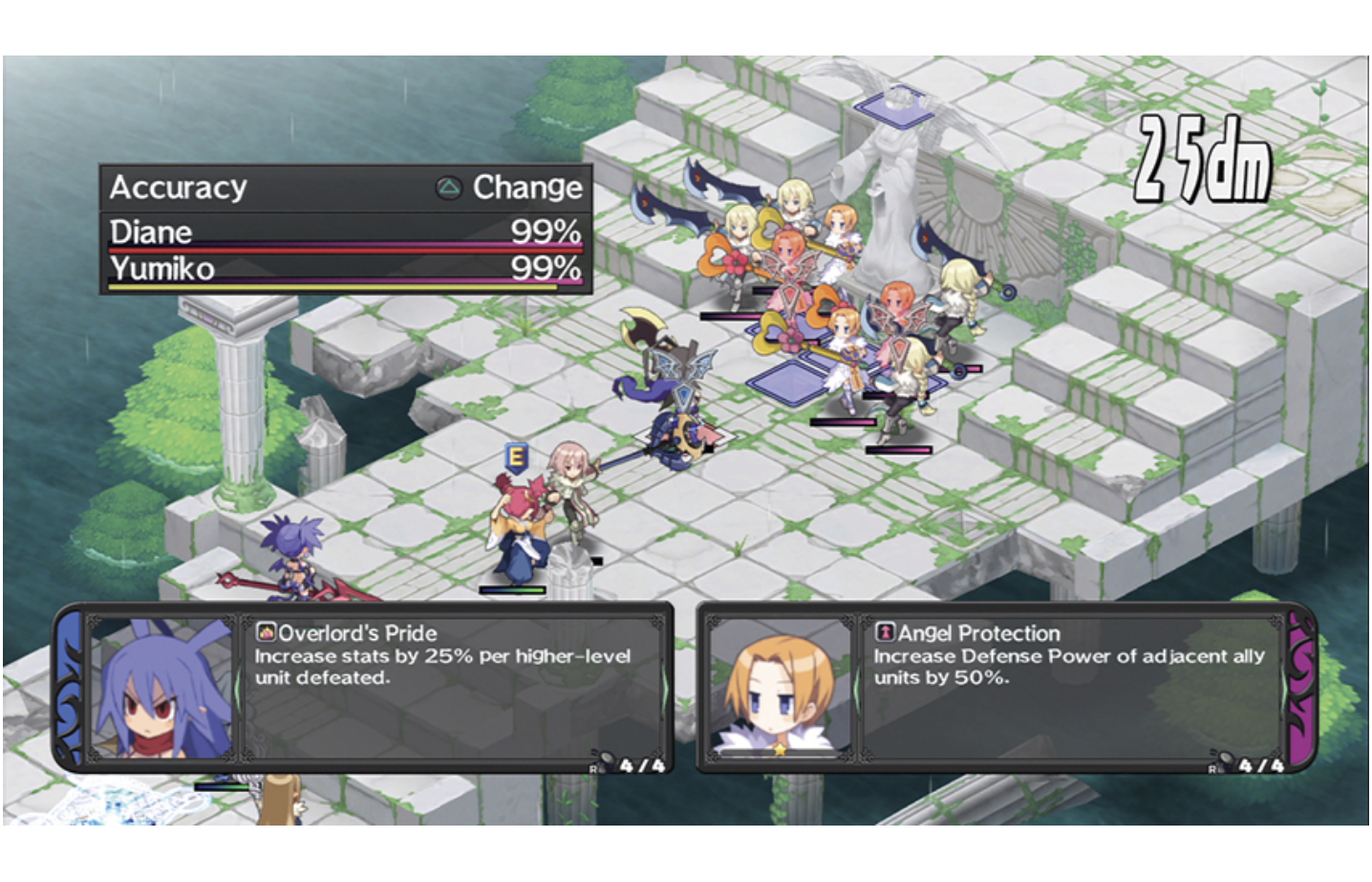
Get used to the idea of fighting angels. It'll be raining feathers for most of the rest of this Episode.

This stage is an uncomplicated introduction to the concept. Enemy angels rush straight toward you at the start of their turn and group up to take advantage of their Evilities, which buff any units adjacent to them. Male angels buff outgoing damage, while female angels provide defensive bonuses, and those bonuses stack. As a result, they tend to move in tight formations.



The angels on Fool's Ruins are a gear check more than anything else. Once you get within range of an angel, there are probably six more right behind it and they'll all keep attacking the same character until they're out of actions or the character dies. Here, that means they'll rain down Spear Blows, Musou Slashes, and Mega Fire on anyone they can reach, and since every single angel knows Heal and Espoir, they'll proceed to put themselves back together.

It's easy to see why Laharl hates these guys.


Accuracy Change
Diane 99%
Yumiko 99%
25dm
Overlord's Pride
Increase stats by 25% per higher-level unit defeated.
Angel Protection
Increase Defense Power of adjacent ally units by 50%.

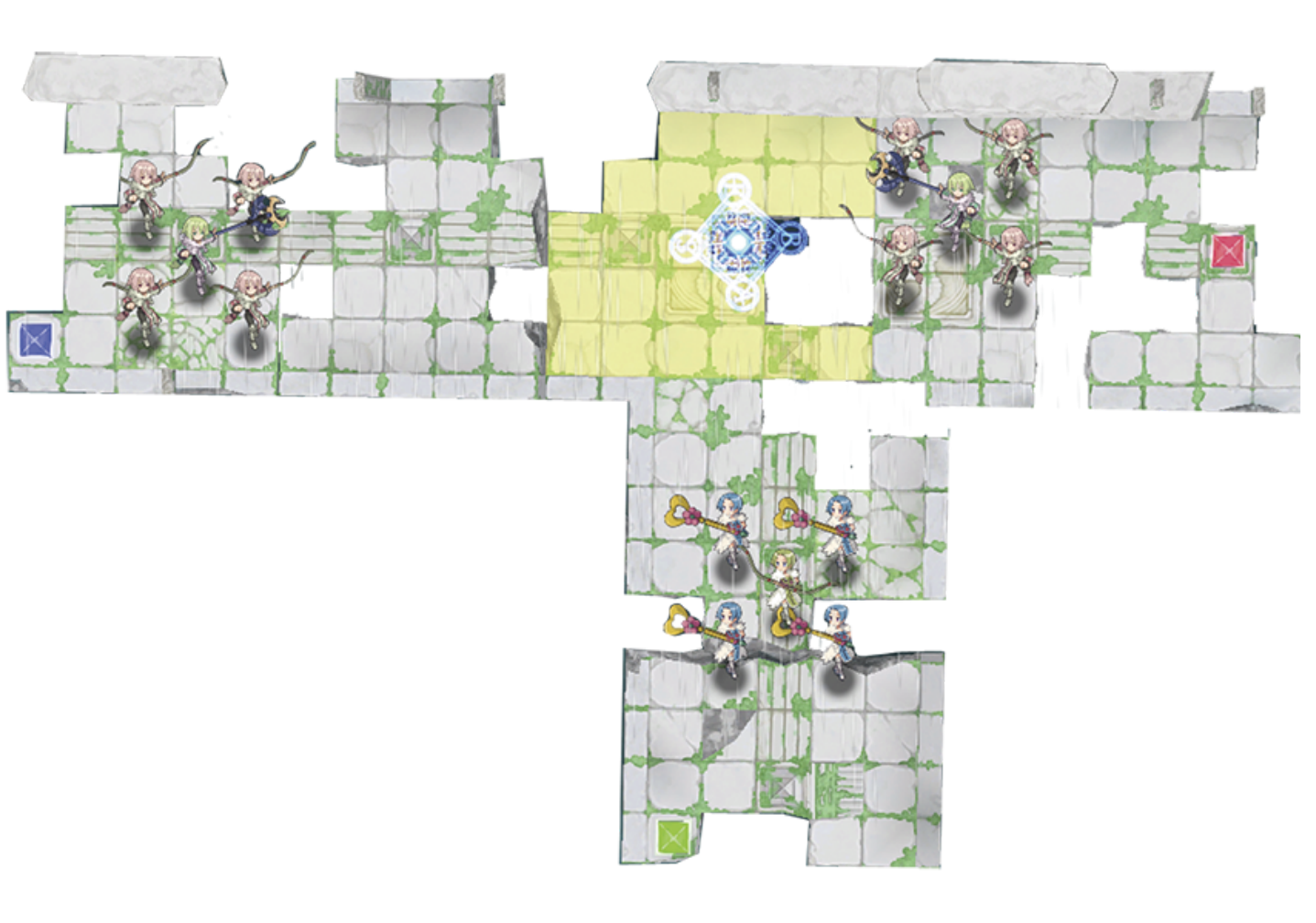
If your characters are around level 40 with decent weapons and armor, you should be able to get through this without too many casualties, but it'll be a near thing. Use your first turn to cast Magic Wall and Shield spells on whoever you can reach, then burn the angels down one at a time. Like the Exorcists on Concert Stage in Episode 4, you're better off with guaranteed kills than inflicting area-of-effect damage, as every single angel that dies weakens the whole of the enemy team.

You can use Fist skills like Triple Strike or Beast King offensively on this map to punt an angel out of range of its allies' Evilities, thus softening it or its buddies up for the rest of your crew to finish the job.

Map Events

- Station Laharl next to Sicily.
- Station Etna next to Flonne.
- Have Laharl attack an enemy unit.

Evolving Scratches



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Angel Page	36	8	Angel Majesty	Jadeite Bow	Scalemail, Falcon Shoes	Dark Spica, Bright Canopus, Meteor Arrow Kick, Heal, Espoir
Angel Page	37	2	Angel Leadership	Hungnir	Scalemail, Falcon Shoes	Impaler Drop, Blade Bash, Spear Blow, Heal, Espoir
Angel	36	4	Angel Love	Pretty Rod	Scalemail, Falcon Shoes	Dark Spica, Bright Canopus, Meteor Arrow Kick, Heal, Espoir, Fire, Wind, Ice
Angel	37	1	Angel Group	Jadeite Bow	Scalemail, Falcon Shoes	Impaler Drop, Blade Bash, Spear Blow, Heal, Espoir

Geo Symbol	Geo Effect	Destroy
Red	Recovery 20%	Red Change
Green	DEF +50%	Green Change
Blue	Ally Boost +50%	Blue Change

If you barely survived the last stage, this one won't go any better for you. There are three Geo Symbols on this map that you can theoretically use to even the odds, but it's difficult to get them back to the yellow Geo Panels by your starting point without getting at least one unit killed. Then again, if you need the buffs from the Geo Symbols to clear the map, you probably don't have the levels and/or gear to survive the rest of the Episode.

Accuracy Change
Colleen 99%
Kimberly 99%
Lacy 99%
Lolita 99%
Side Attack!
37dm
Cooperativeness
Increase stats by 3% per ally unit on map.
Angel Love
Decrease damage taken by other units by 20% from adjacent enemy units.

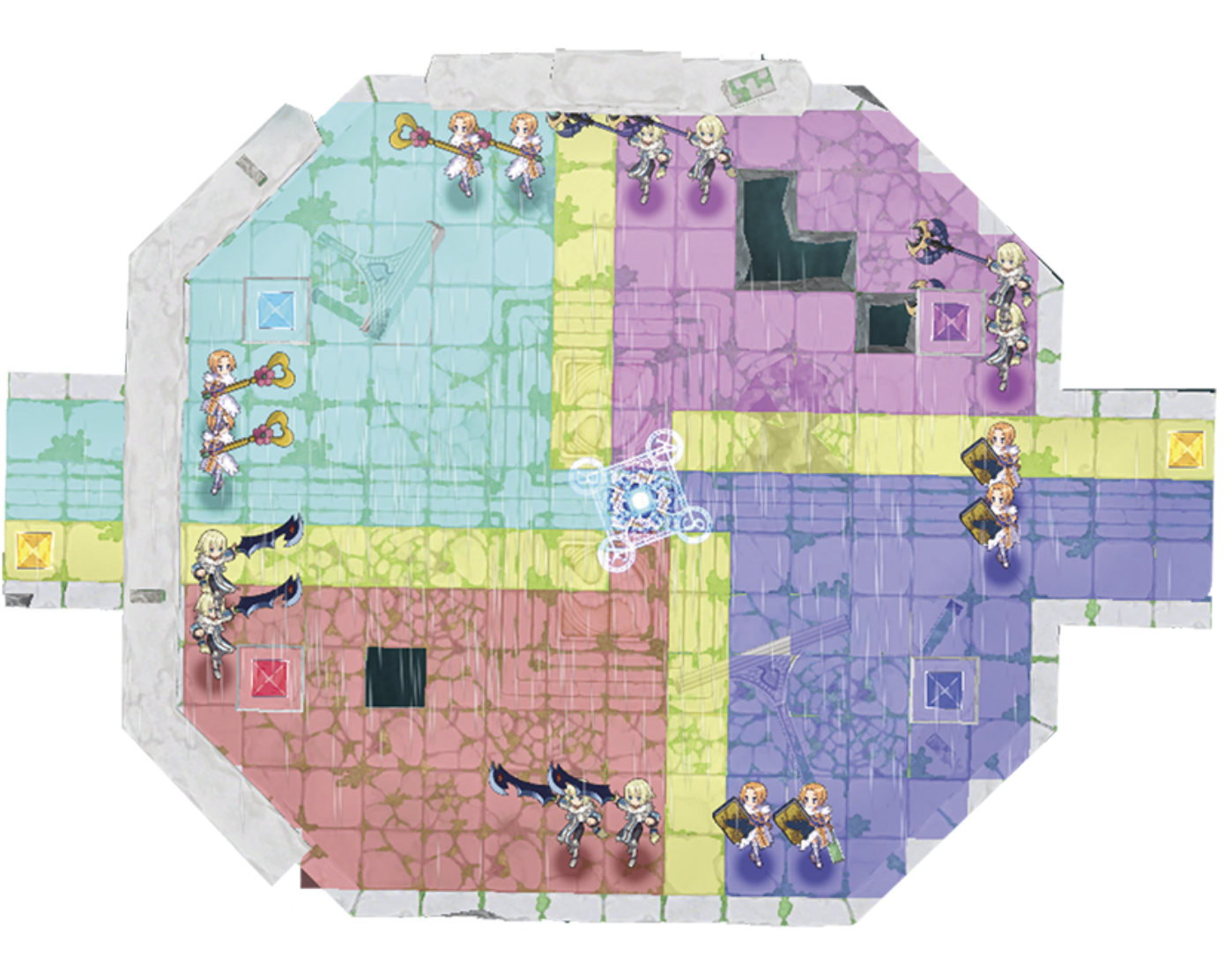
The closest group of angels to the base panel consists of four archers surrounding a Spear-wielder and they're probably the softest target. Take as many of them out as you can on your first turn, before they can position themselves to take advantage of their Evilities, and use Magic Wall to soften the incoming attacks from the Staff-wielding magic squad.

Fortunately, the third and final group of angels will take a couple of turns to reach you, which should be just enough time to deal with most if not all of the rest of them.

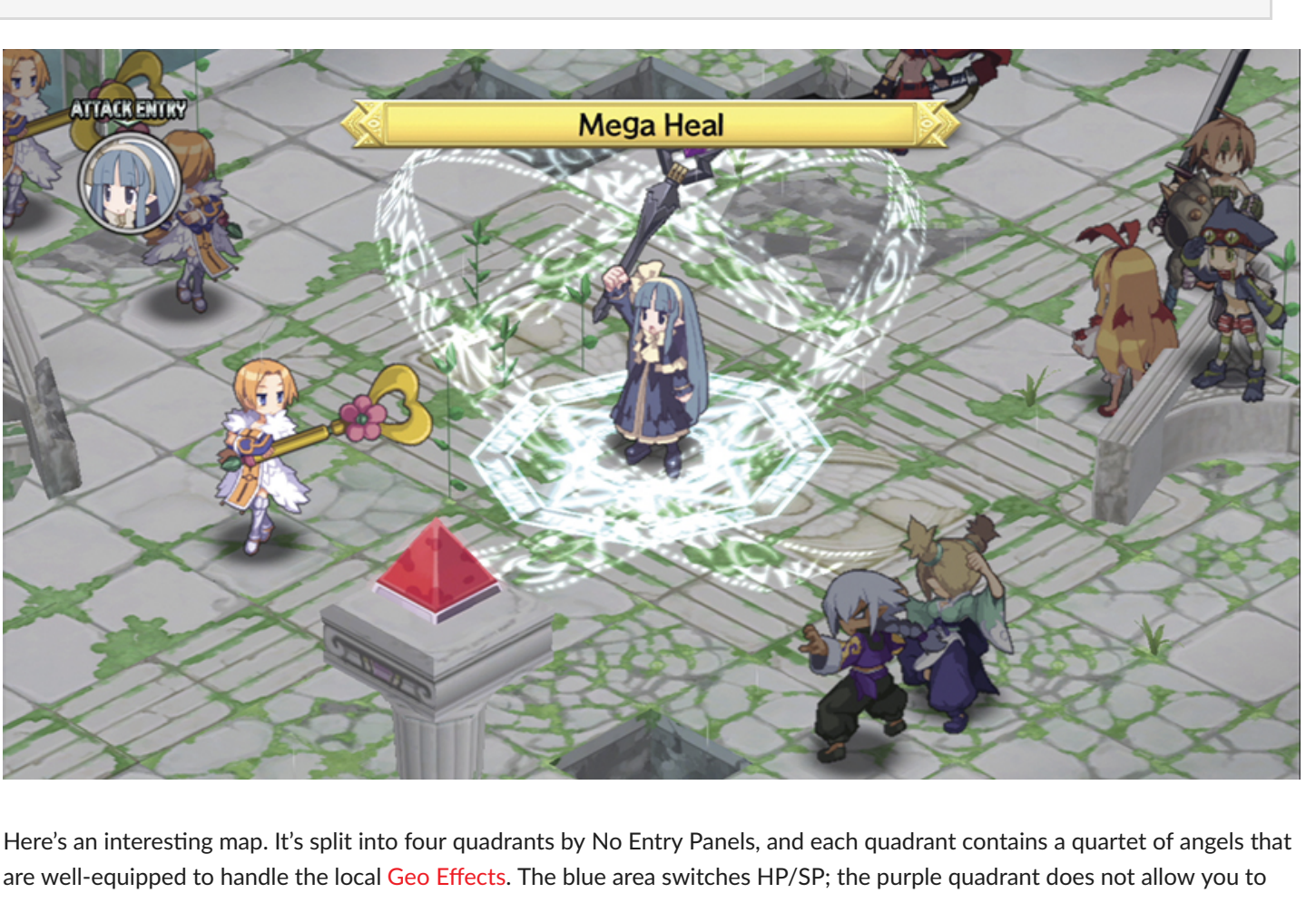
Map Events

- Have Sicily on the field at the start of your second turn.
- Have Etna on the field at the start of your third turn.

Overflowing Mirror

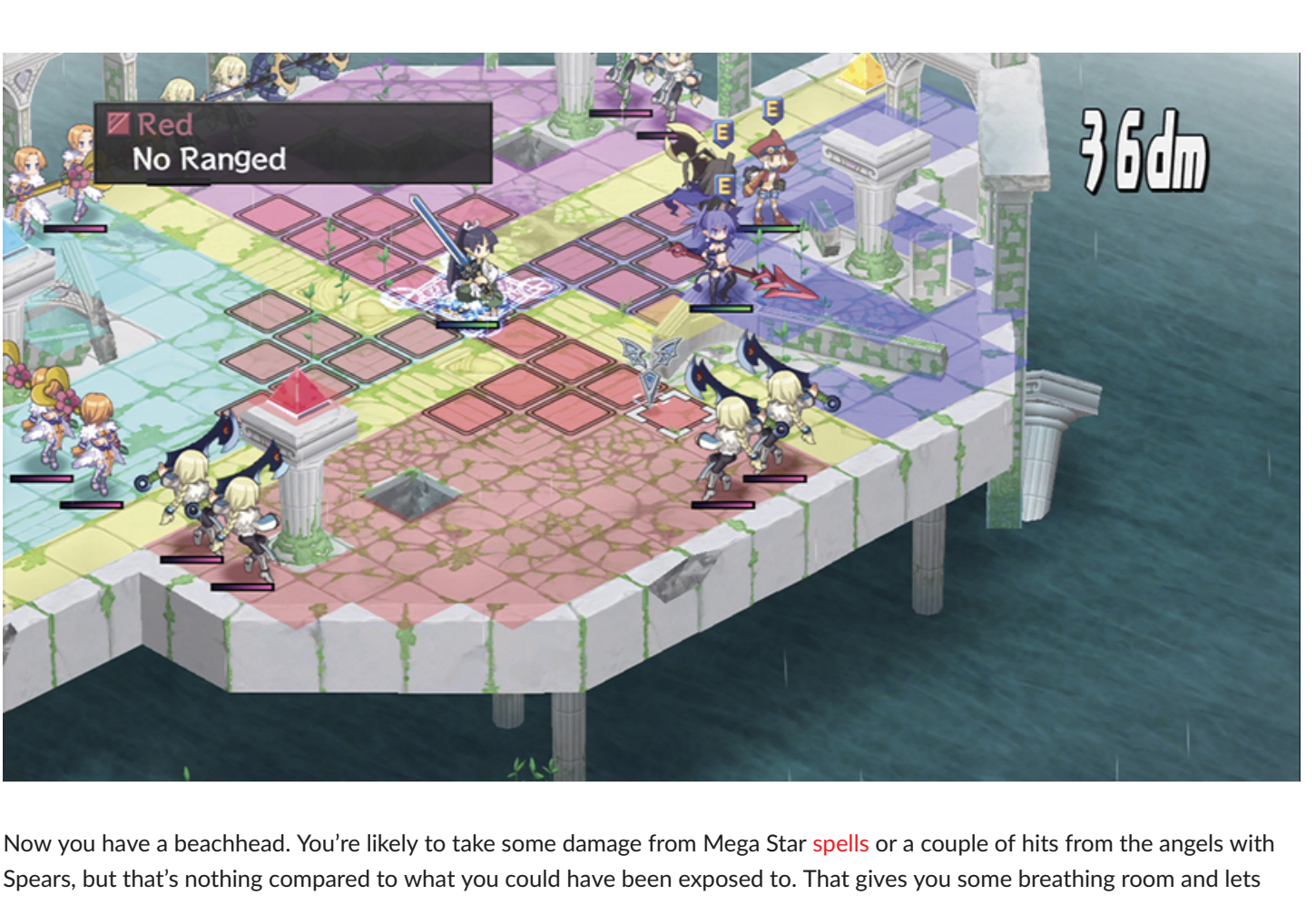


Class	Lv	Qty	Evility	Weapon	Armor	Skills	
Angel Squire	39	8	Angel Song	Man Eater (x4); Hungnir (x4)	Scalemail	Heal, Mega Heal, Espoir; Impaler Drop, Blade Bash, Spear Blow or Blade Rush, Hurricane Slash, Nether Slash	Red quadrant Angel Squires use Swords; purple quadrant Angel Squires use Spears.
Angel Cadet	39	8	Angel Protection	Necromancy (x4); Pretty Rod (x4)	Scalemail	Heal, Mega Heal, Espoir; Mega Star/451 Degrees of Evil, Gone with the Cotton, Sea Horse Change	Blue quadrant Angel Cadets use Staves; aqua quadrant Angel Cadets use Books.

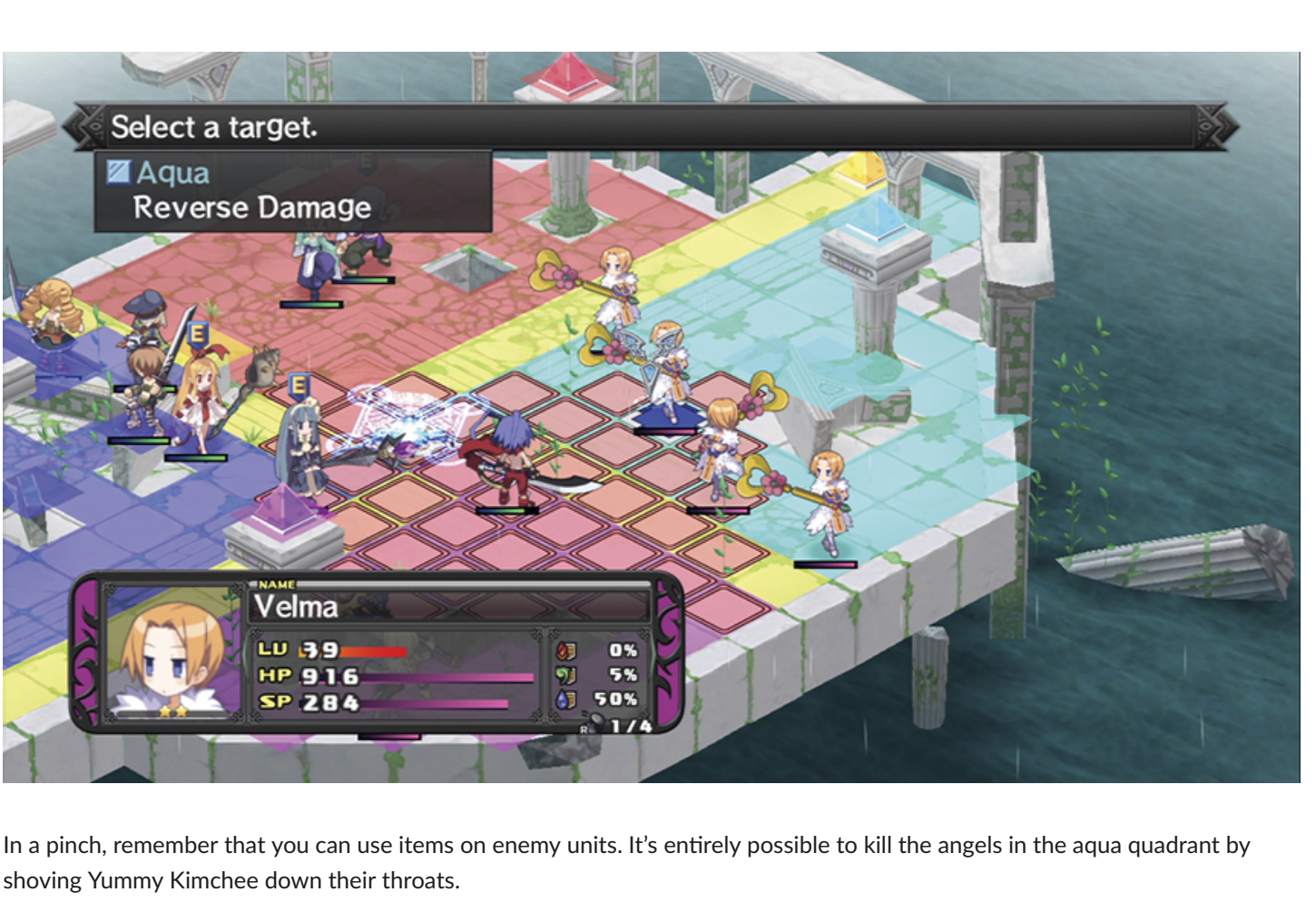


Here's an interesting map. It's split into four quadrants by No Entry Panels, and each quadrant contains a quartet of angels that are well-equipped to handle the local Geo Effects. The blue area switches HP/SP; the purple quadrant does not allow you to use attacks with less than a two-square range; the aqua area reverses incoming damage, converting it to healing; and the red zone doesn't let you hit anyone from any range greater than melee. Furthermore, most of the angels have weapons or spells that let them attack outside their quadrant, where their Geo Effects do not apply.

Of the four groups, the most vulnerable are the angels in the blue area. The HP/SP Switch Geo Effect makes every unit within it extremely fragile, so even weak attacks should eliminate the angels in that area with relative ease. After that, use a character with a Gun or Bow to destroy the blue Geo Symbol and end the HP/SP Switch Effect.



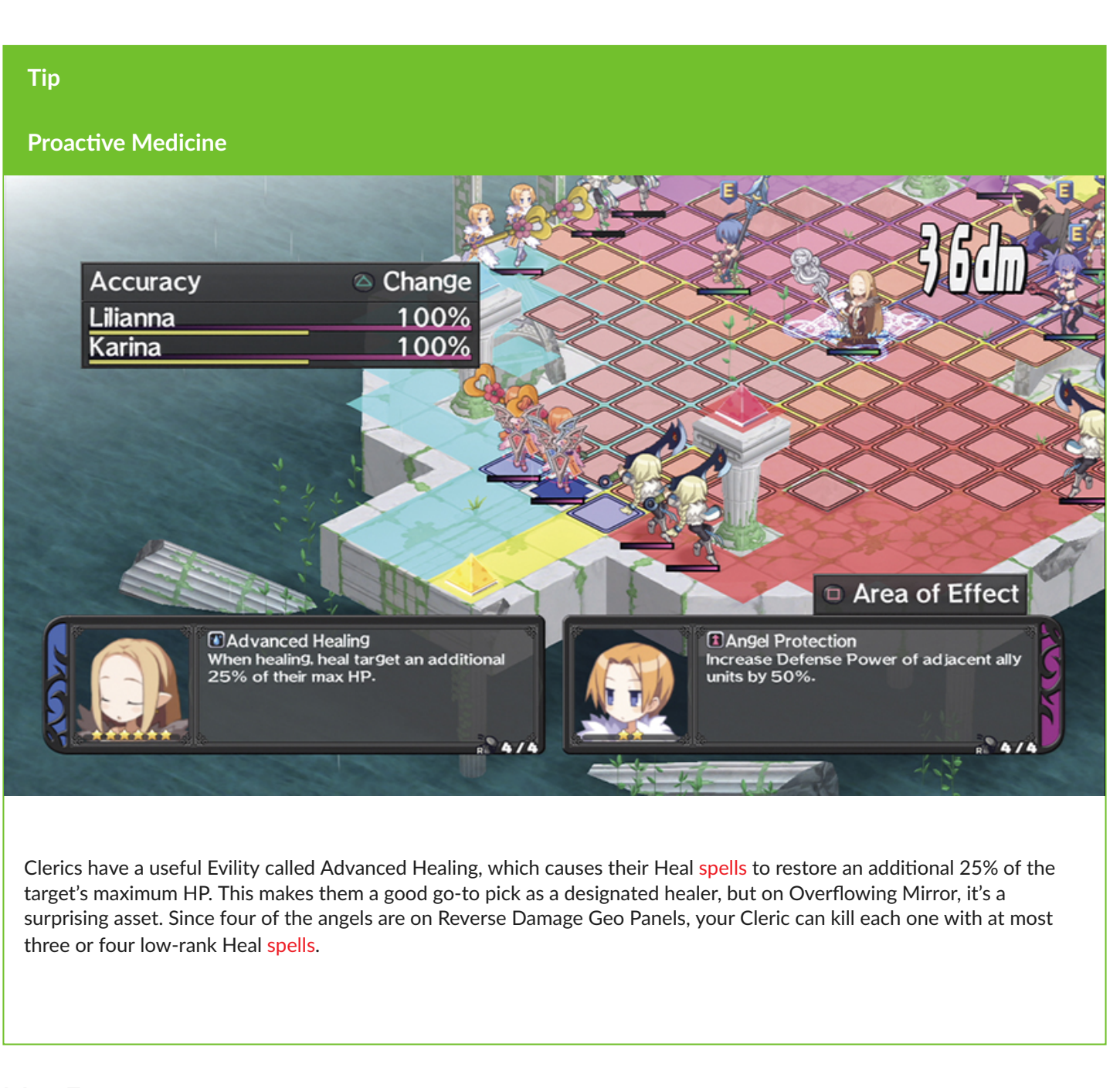
Now you have a beachhead. You're likely to take some damage from Mega Star spells or a couple of hits from the angels with Spears, but that's nothing compared to what you could have been exposed to. That gives you some breathing room and lets you deal with each quadrant in turn, throwing spells or ranged skills across the No Entry Panels to kill the angels from positions of relative safety.



In a pinch, remember that you can use items on enemy units. It's entirely possible to kill the angels in the aqua quadrant by shoving Yummy Kimchee down their throats.

Tip

Proactive Medicine

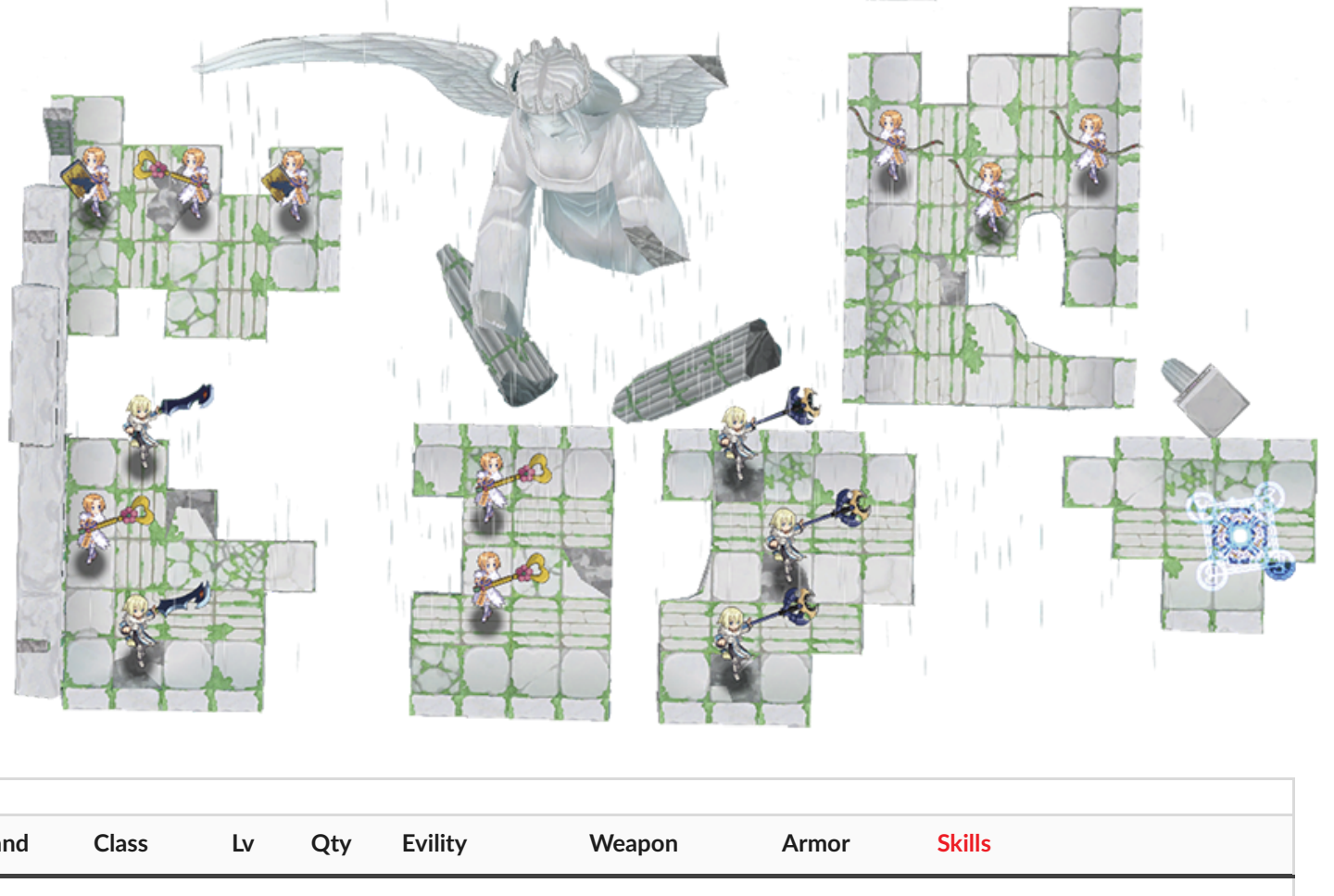

Accuracy Change
Lilianna 100%
Karina 100%
36dm
Area of Effect
Advanced Healing
When healing, heal target an additional 25% of their max HP.
Angel Protection
Increase Defense Power of adjacent ally units by 50%.

Clerics have a useful Evility called Advanced Healing, which causes their Heal spells to restore an additional 25% of the target's maximum HP. This makes them a good go-to pick as a designated healer, but on Overflowing Mirror, it's a surprising asset. Since four of the angels are on Reverse Damage Geo Panels, your Cleric can kill each one with at most three or four low-rank Heal spells.

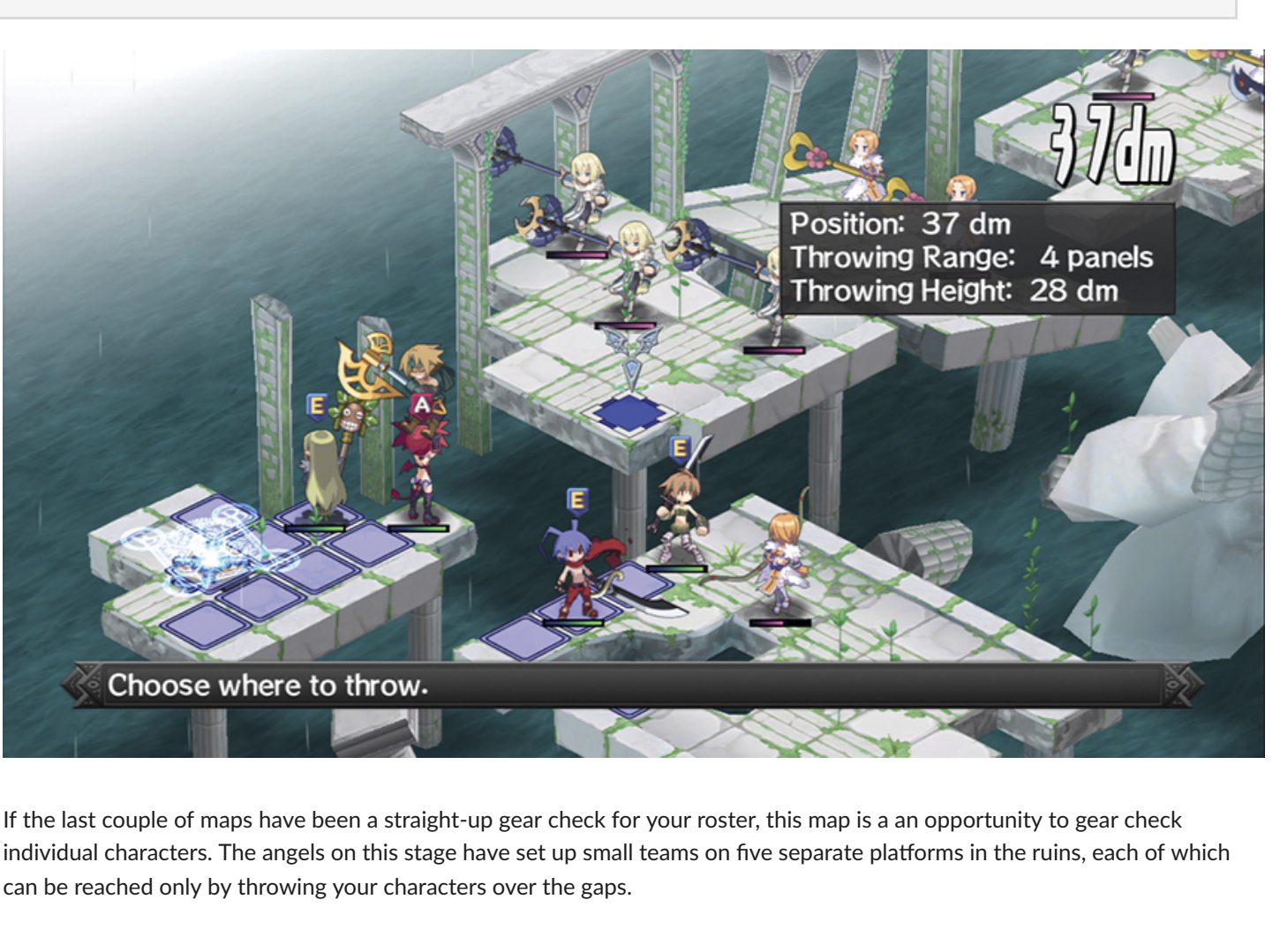
Map Events

- Station Flonne next to Etna.
- Station Laharl next to Sicily.
- Have Flonne on the field at the start of your third turn.

Fallen Angel Requiem



Island	Class	Lv	Qty	Evility	Weapon	Armor	Skills
Island #1	Angel	38	2	Angel Protection	Jadeite Bow	Scalemail	Dark Spica, Bright Canopus, Heal, Espoir
Island #1	Angel Cadet	38	1	Angel Protection	Jadeite Bow	Scalemail	Dark Spica, Bright Canopus, Heal, Espoir
Island #2	Angel Page	38	3	Angel Song	Hungnir	Scalemail	Impaler Drop, Blade Bash, Heal, Espoir
Island #3	Angel	40	2	Angel Protection	Pretty Rod	Scalemail	Fire, Heal, Espoir
Island #4	Angel Squire	40	2	Angel Song	Man Eater	Scalemail	Blade Rush, Hurricane Slash, Heal, Mega Heal, Espoir
Island #4	Angel	40	1	Angel Protection	Pretty Rod	Scalemail	Ice, Heal, Espoir
Island #5	Angel	40	1	Angel Protection	Pretty Rod	Scalemail	Wind, Heal, Espoir
Island #5	Angel Cadet	40	2	Angel Protection	Necromancy	Scalemail	451 Degrees of Evil, Gone with the Cotton, Sea Horse Charge, Heal, Mega Heal, Espoir



If the last couple of maps have been a straight-up gear check for your roster, this map is a an opportunity to gear check individual characters. The angels on this stage have set up small teams on five separate platforms in the ruins, each of which can be reached only by throwing your characters over the gaps.

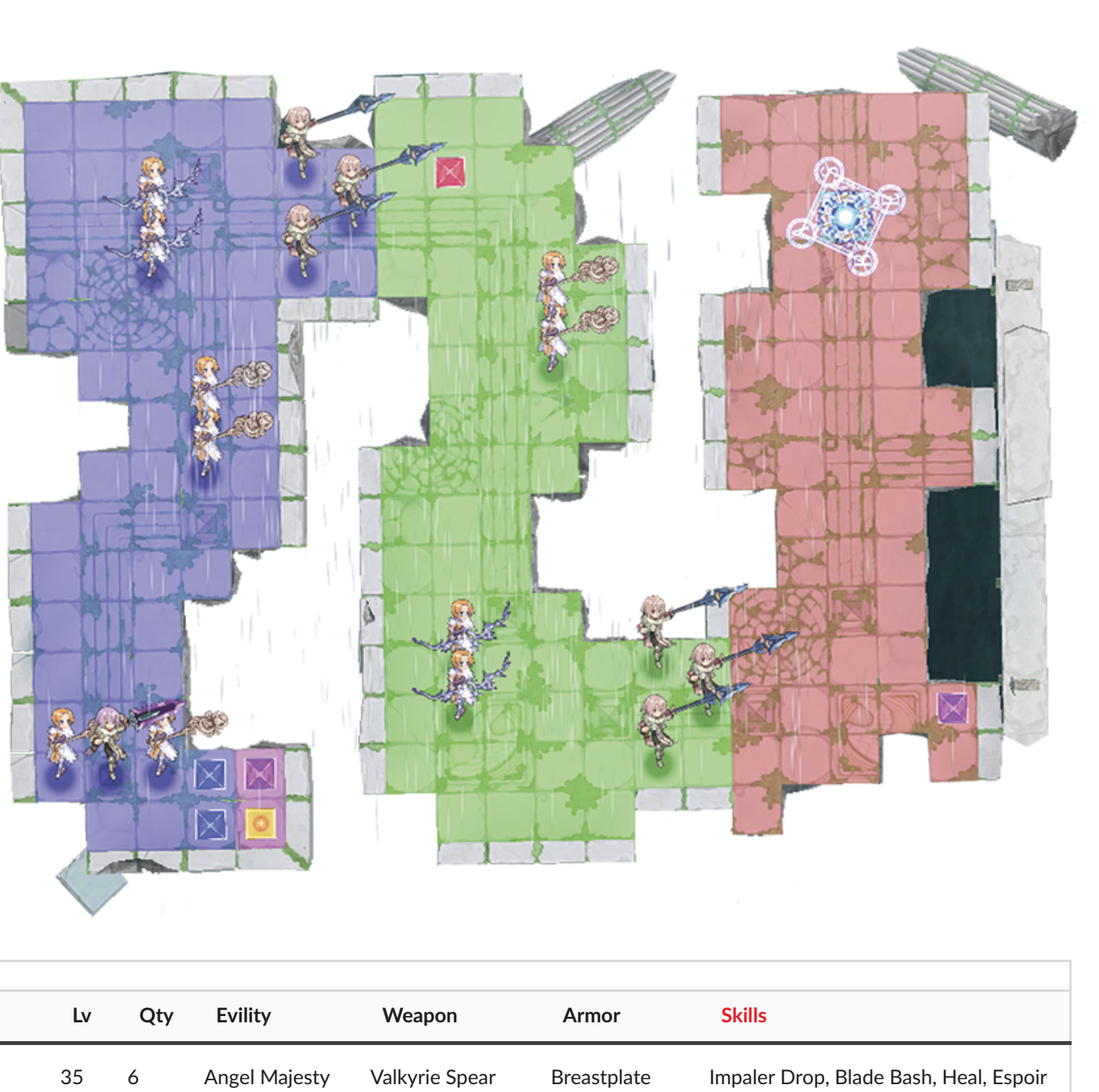
You should do your best to throw only characters who have not yet taken an action, thus ensuring that they can take out at least one angel when they land. That still means they're likely to come under fire from a couple of enemy units when they don't have your full support crew behind them. This is a great map for self-sufficient characters such as Martial Artists and Fight Mistresses, who don't have any glaring elemental weak points and get tons of HP as they level. You can also use Sicily, as Li'l Sis Aura lets her laugh off the angels' Book skills and spells, but she'll need some decent armor to survive the angels' Axe attacks.

The strategy, other than that, is straightforward enough: throw your characters from one island to the next, depopulating them as you go, until you run out of angels to punch.

Map Events

- Station Laharl next to Flonne.
- Station Etna next to Sicily.
- Have both Laharl and Sicily participate in the same Team-Up Attack.

Precipitating Hatred



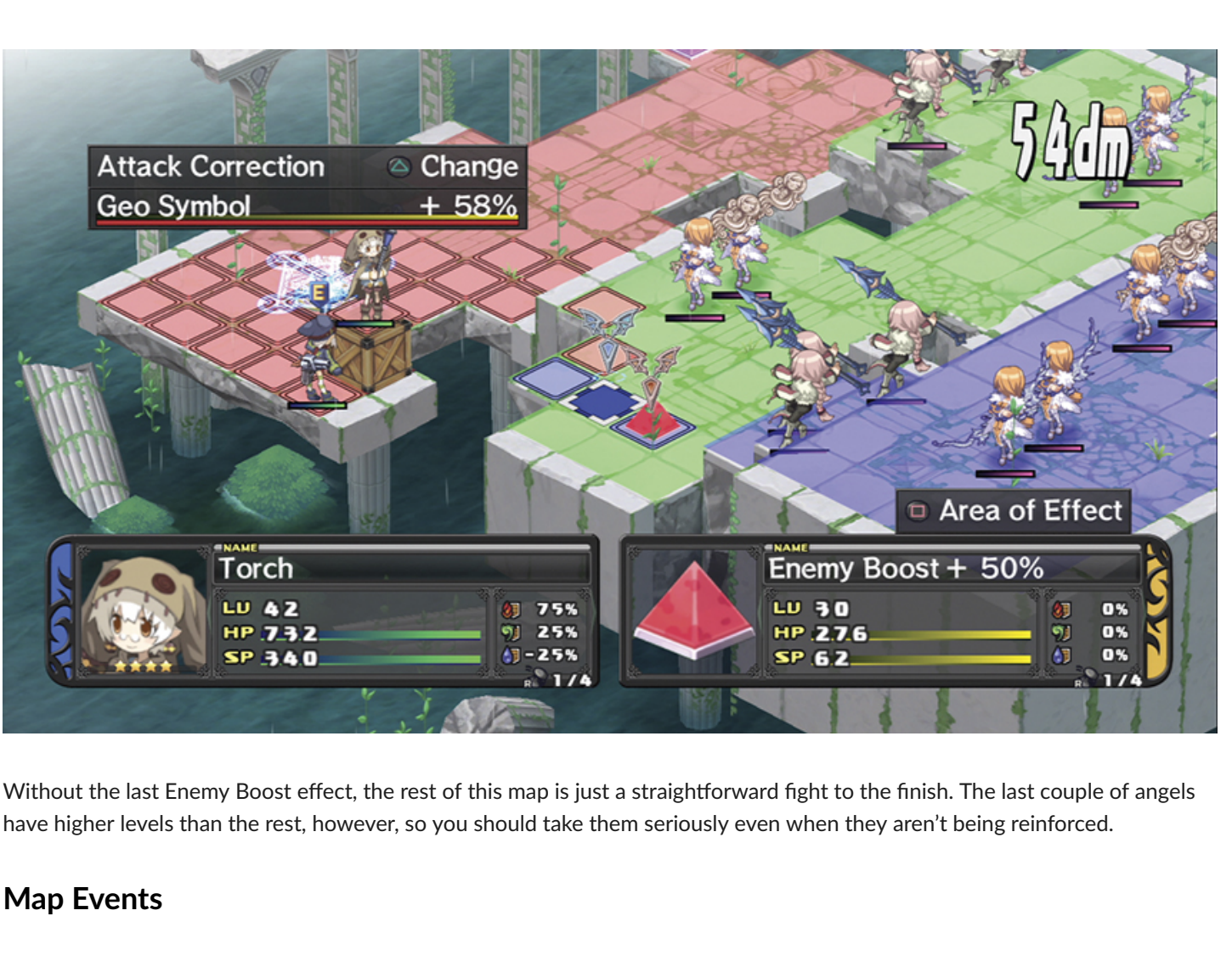
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Angel Page	35	6	Angel Majesty	Valkyrie Spear	Breastplate	Impaler Drop, Blade Bash, Heal, Espoir
Angel	38	6	Angel Protection	G.H.O.B.A.G.	Elegant Coat	Mega Fire, Mega Wind, Mega Ice, Heal, Espoir
Angel Cadet	38	2	Angel Protection	The Thornicator	Scalemail	Dark Spica, Bright Canopus, Meteor Arrow Kick, Heal, Mega Heal, Espoir
Angel	38	2	Angel Protection	The Thornicator	Scalemail	Dark Spica, Bright Canopus, Meteor Arrow Kick, Heal, Espoir
Angel Knight	41	1	Angel Majesty	Alberich	Breastplate	Blade Rush, Hurricane Slash, Nether Slash, Heal, Mega Heal, Giga Heal, Espoir

Geo Symbol	Geo Effect	Destroy
Red	Enemy Boost +50%	Red Change
Blue #1	Enemy Boost +50%	Blue Change
Blue #2	No Color Change	Blue Change
Purple #1	Recovery +20%	Purple Change
Purple #2	HP/SP Switch	Purple Change
Null	No Color Change	Clear

Each "tier" of this map hosts a group of angels that's enjoying the benefit of a powerful Geo Effect. To get through this stage, you need to figure out how to deal with each Geo Effect as you go.

There's an interesting cheat you can use on your first turn. If you bring a Thief with you who knows the Create Box skill, you can put one down near your base panel to get some elevation. At that point, any character with an attack that can hit up to six panels away—Bow-wielding Archers with the Sniping Evility, a Gun user with Dark Matter Ether, a Witch or Magician with a Staff and an offensive spell at level 4 or higher, etc.—can target and destroy the red Geo Symbol on the adjacent platform. That eliminates the angels' Enemy Boost +50% effect and replaces it with Recovery +20%. That, in turn, means you can walk to the first set of stairs without getting a couple of characters blown into space dust by angels' Mega Star spells. (This might still happen, depending on the RES score of whatever characters get within their range, but it's nearly guaranteed with the Enemy Boost up.)

Once you've handled the first wave of angels, you can destroy the purple Geo Symbol to switch the Recovery effect to HP/SP Switch. This is good for a free kill against the next couple of angels, but you shouldn't let the Effect survive your turn; instead, get someone with a decent AoE attack up to where you can target and destroy the last few Geo Symbols, including the purple one. Overlord's Wrath and Holy Arrows are both great for this, as is a level 5 or higher offensive spell.

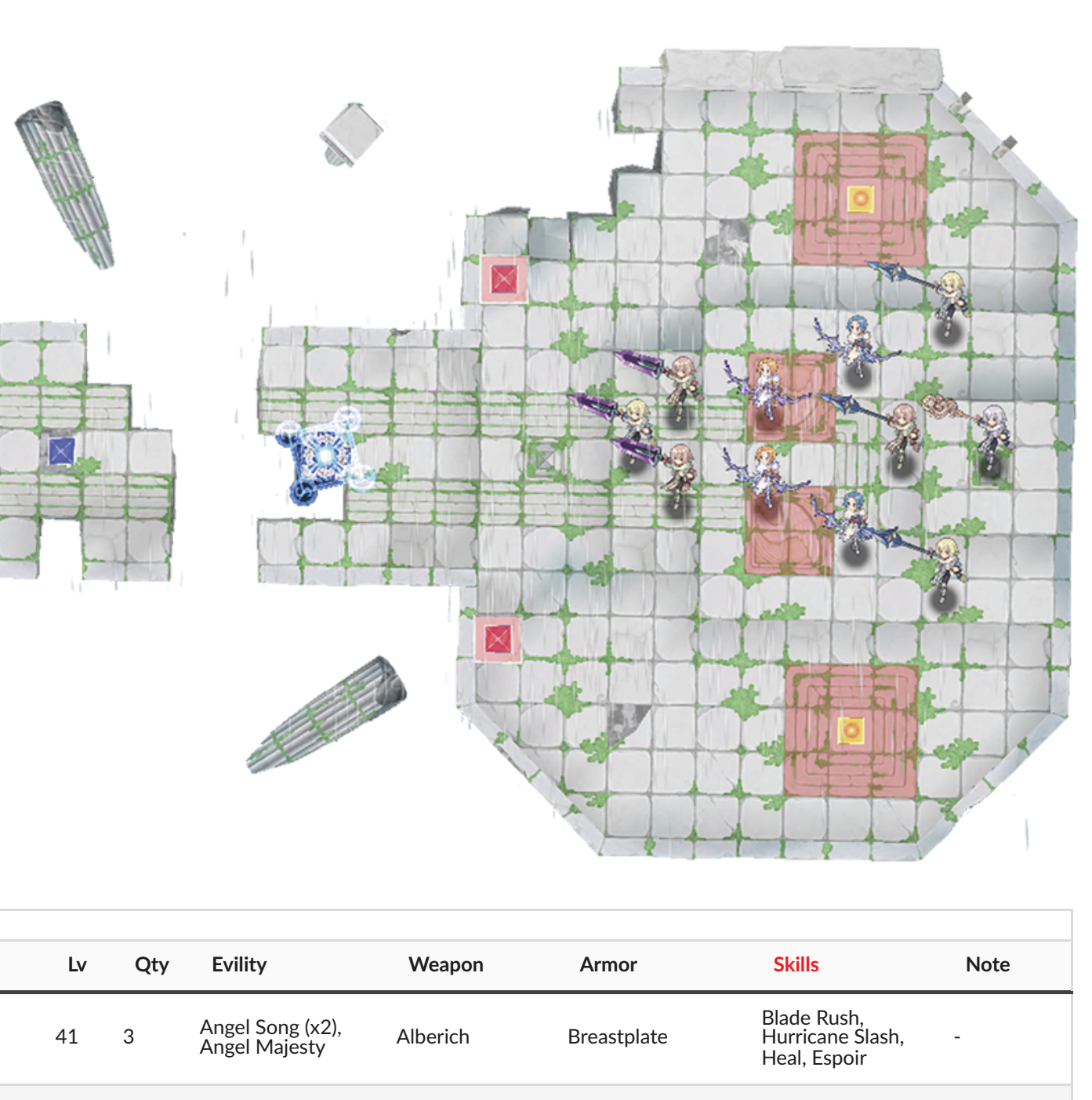


Without the last Enemy Boost effect, the rest of this map is just a straightforward fight to the finish. The last couple of angels have higher levels than the rest, however, so you should take them seriously even when they aren't being reinforced.

Map Events

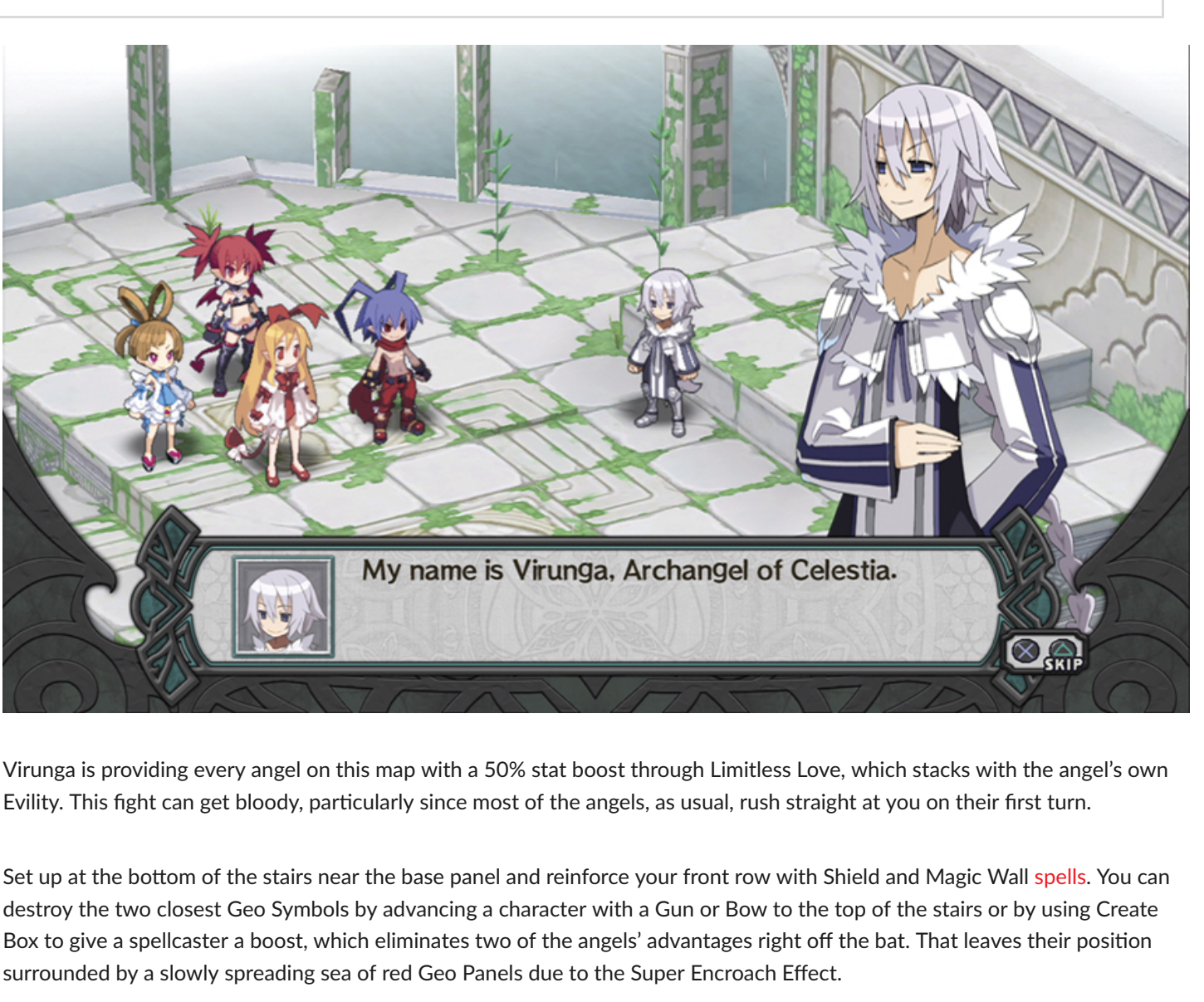
- Attack an enemy with Laharl.
- Station Sicily next to Flonne.
- Station Flonne next to Etna.

Phantom's End



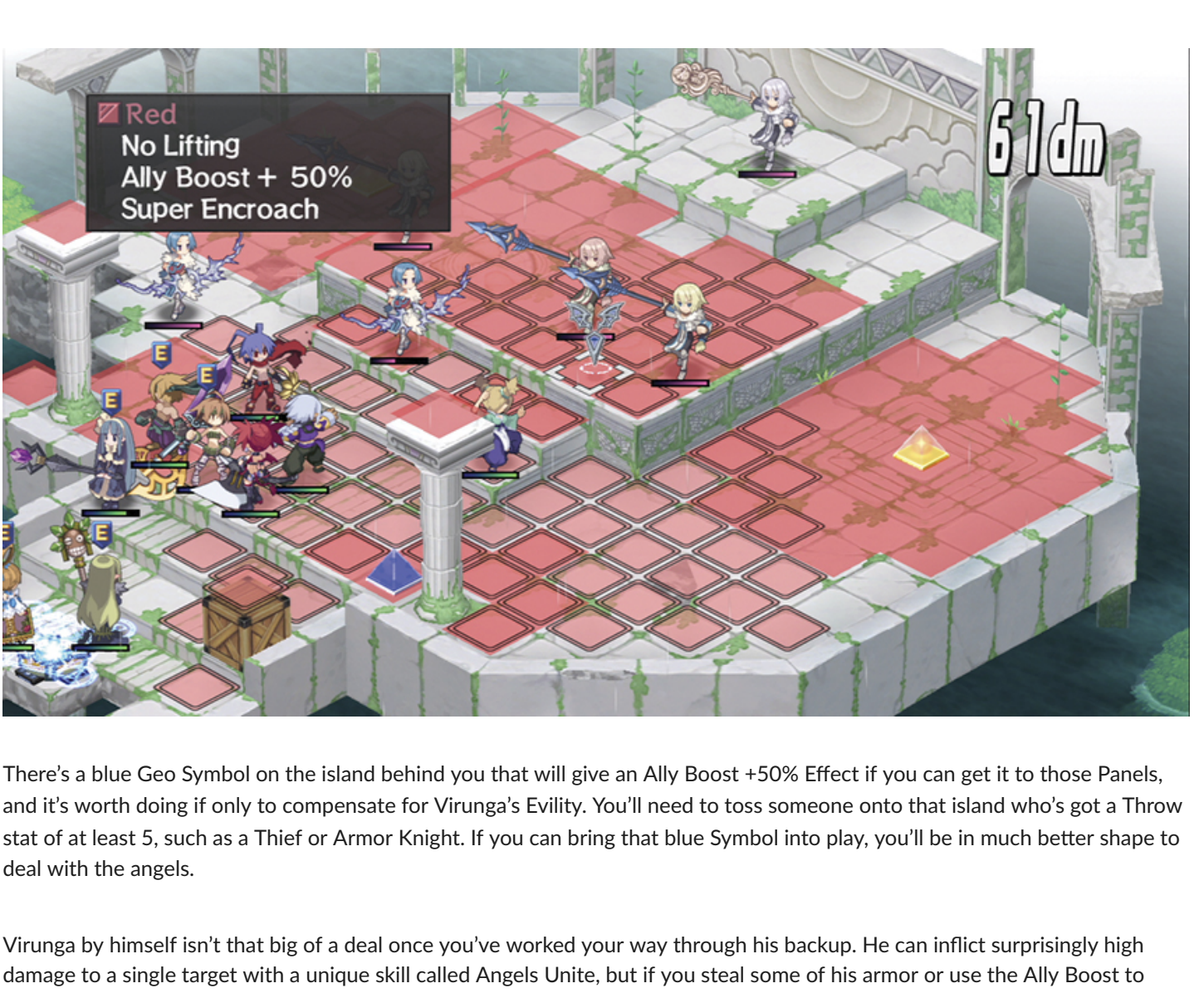
Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Angel Page	41	3	Angel Song (x2), Angel Majesty	Alberich	Breastplate	Blade Rush, Hurricane Slash, Heal, Espoir	-
Angel	41	4	Angel Love (x2), Angel Protection (x2)	The Thornicator	Breastplate	Dark Spica, Bright Canopus, Heal, Espoir	-
Angel Squire	42	3	Angel Song (x2), Angel Majesty	Valkyrie Spear	Breastplate	Impaler Drop, Blade Bash, Heal, Mega Heal, Espoir	-
Virunga	43	1	Limitless Love: increases stats of ally angels by 50%.	G.H.O.B.A.G.	Elegant Coat, Fight Muscle, Feather Token	Angels Unite!, Mega Heal	Absent on a second visit.

Geo Symbol	Geo Effect	Destroy	Note
Null #1	No Lifting	Clear	-
Null #2	Super Encroach	Clear	-
Red #1	Enemy Boost +50%	Red Change	Absent on a second visit.
Red #2	Ally Damage 20%	Red Change	Absent on a second visit.
Blue	Ally Boost +50%	Blue Change	-



Virunga is providing every angel on this map with a 50% stat boost through Limitless Love, which stacks with the angel's own Evility. This fight can get bloody, particularly since most of the angels, as usual, rush straight at you on their first turn.

Set up at the bottom of the stairs near the base panel and reinforce your front row with Shield and Magic Wall spells. You can destroy the two closest Geo Symbols by advancing a character with a Gun or Bow to the top of the stairs or by using Create Box to give a spellcaster a boost, which eliminates two of the angels' advantages right off the bat. That leaves their position surrounded by a slowly spreading sea of red Geo Panels due to the Super Encroach Effect.



There's a blue Geo Symbol on the island behind you that will give an Ally Boost +50% Effect if you can get it to those Panels, and it's worth doing if only to compensate for Virunga's Evility. You'll need to toss someone onto that island who's got a Throw stat of at least 5, such as a Thief or Armor Knight. If you can bring that blue Symbol into play, you'll be in much better shape to deal with the angels.

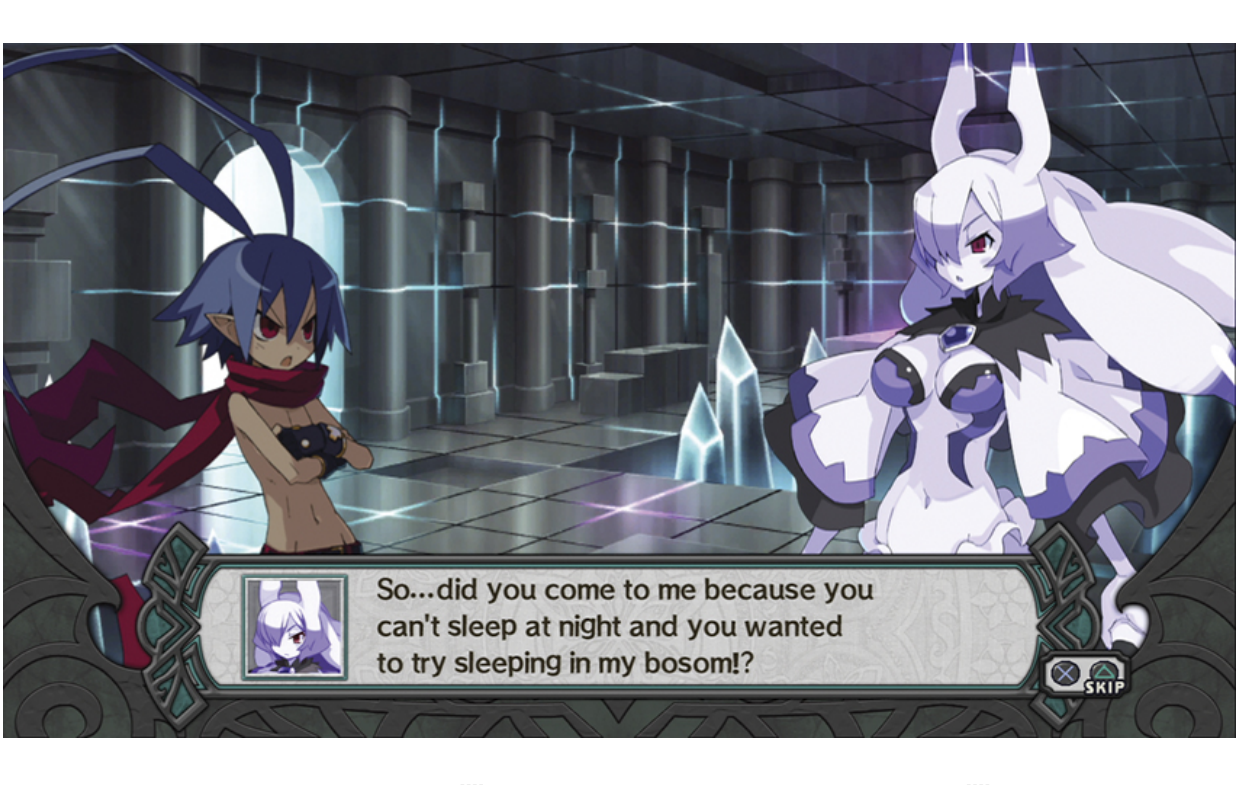
Virunga by himself isn't that big of a deal once you've worked your way through his backup. He can inflict surprisingly high damage to a single target with a unique skill called Angels Unite, but if you steal some of his armor or use the Ally Boost to your advantage, he shouldn't be a problem. Defeating Virunga unlocks the faintly ironic Angel Protector Trophy.

If you visit this stage a second time, Virunga's gone and he took the red Geo Symbols with him (presumably in a huff), which turns this into a fight against a number of baseline angels. You can still use the Ally Boost +50% Symbol to your advantage, and if you destroy it near the end of the fight, it'll clear all the Geo Panels off the stage for a huge boost to the Bonus meter.

Map Events

- Virunga attacks one of your units.
- Attack Virunga with Laharl.
- Attack Virunga with Sicily.

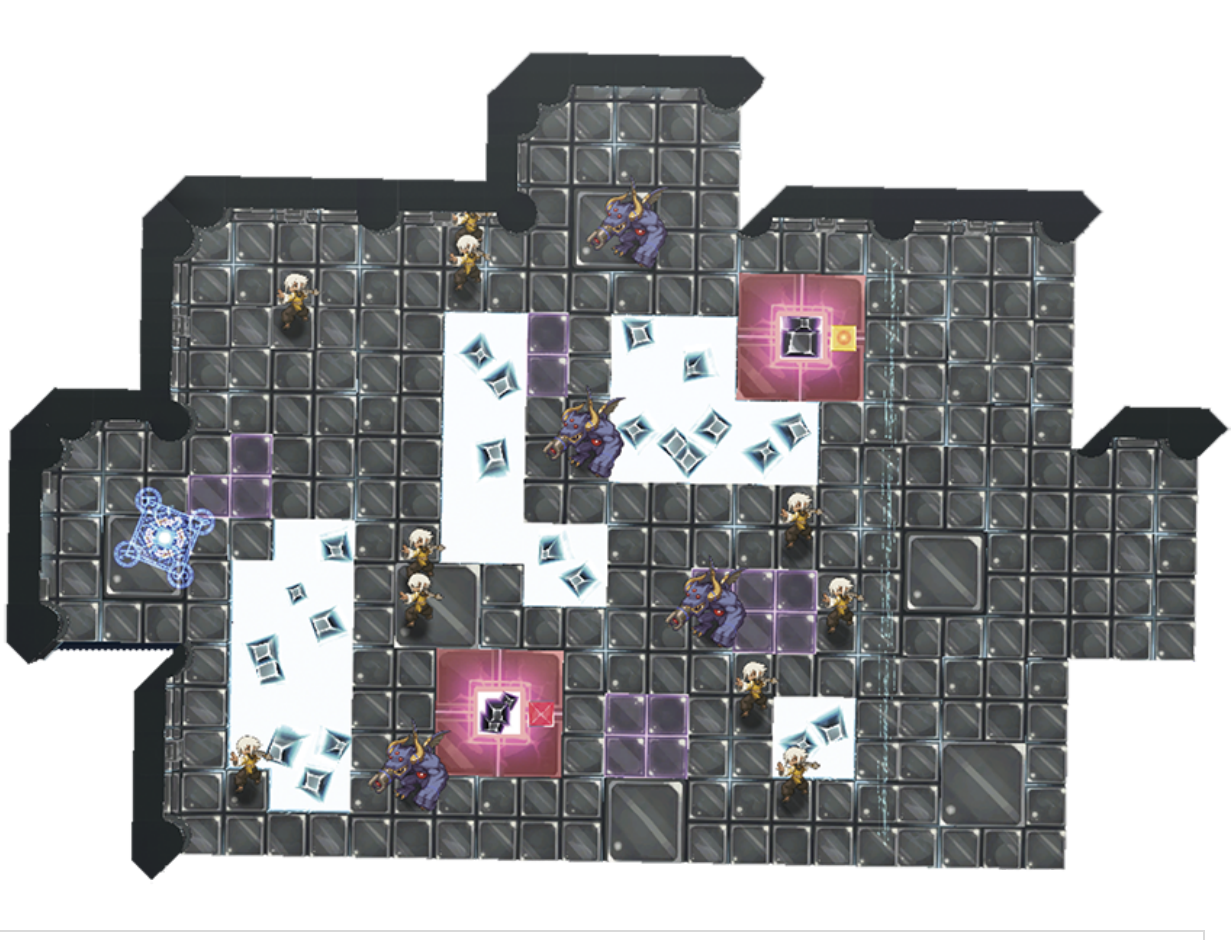
Episode 8: The Overlord's Heir



So...did you come to me because you can't sleep at night and you wanted to try sleeping in my bosom!?

Your treasures for this Episode can be found in the throne room, in Laharl's bedroom, and behind the counter at the Rosen Queen Trading Company. Meanwhile, the Cheat Shop has adjusted its percentages yet again; you can now set a minimum multiplier of 20%, and a maximum of 140%. A new proposal is now available at the Dark Assembly, which, if successful, will allow you to explore Prinny Land .

Dark Impact



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Champ of Fighters	40	10	No-miss Counter	Mack Gloves	Willpower Suit	Triple Strike, Double Shadow
Baciel	40	4	Power Shot	Tiger Fang	Duralumin Shield	Ignition, Bastard Black, Space Galaxy Kick

Geo Symbol	Geo Effect	Destroy	Note
Null	Evade	Clear	-
Red	Super Encroach	Red Change	-

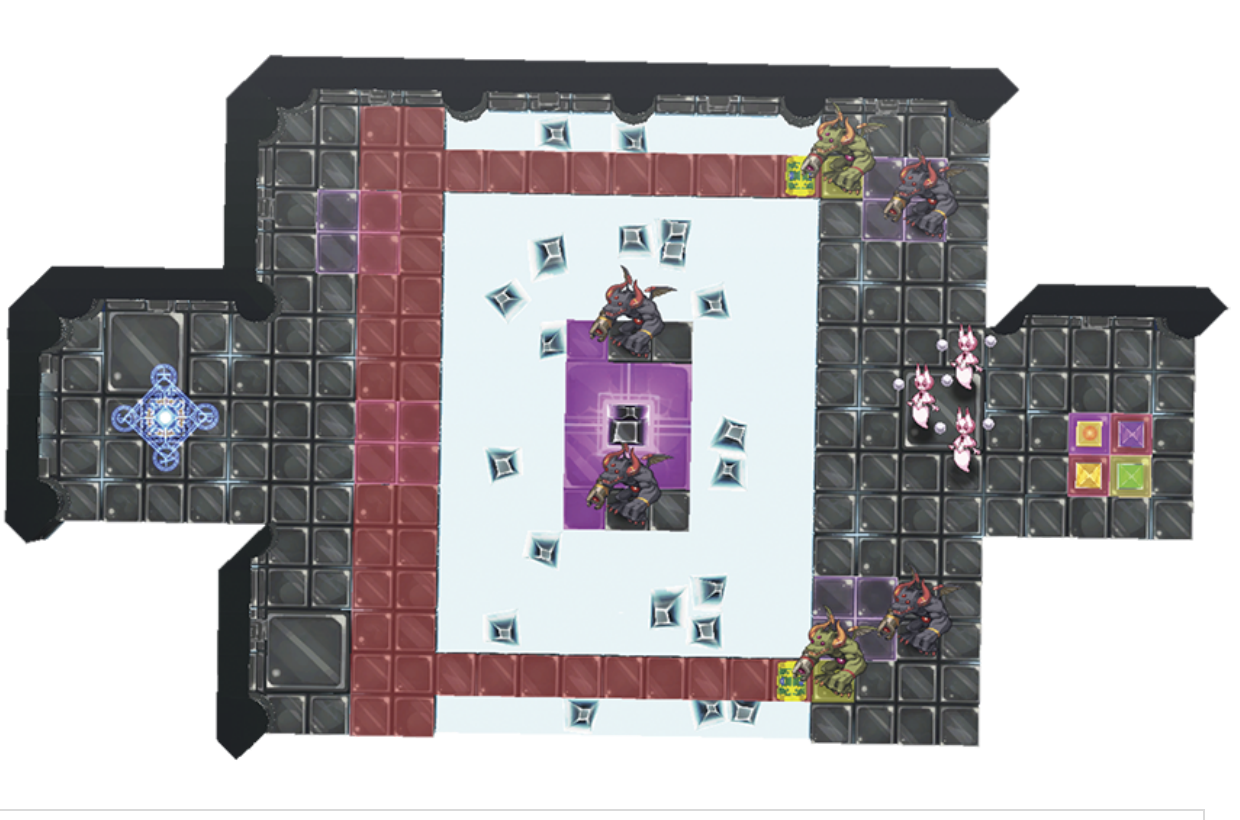
After the angelic smackdown of the last Episode, Dark Impact almost feels sedate. It has a sort of built-in time limit, as you have only so many turns before the Encroach Effect covers the entirety of the floor in Geo Panels that provide Evade, but you should be able to wrap this up well before it becomes a serious problem. If you can't, it's easy to reach the Null Symbol and destroy it to cancel out the Effect.

The Baciels are a new arrival unless you've run into them in the Item World before now. They're much like Gunners, except they tend to hit harder on account of having more offensively oriented Evilities. Their buddies are Martial Artists, and as such, are most dangerous when Counterattacking.

Map Events

- Station Flonne next to Sicily.
- Station Etna next to Laharl.
- Station Laharl next to Flonne.

Dark Barren Road

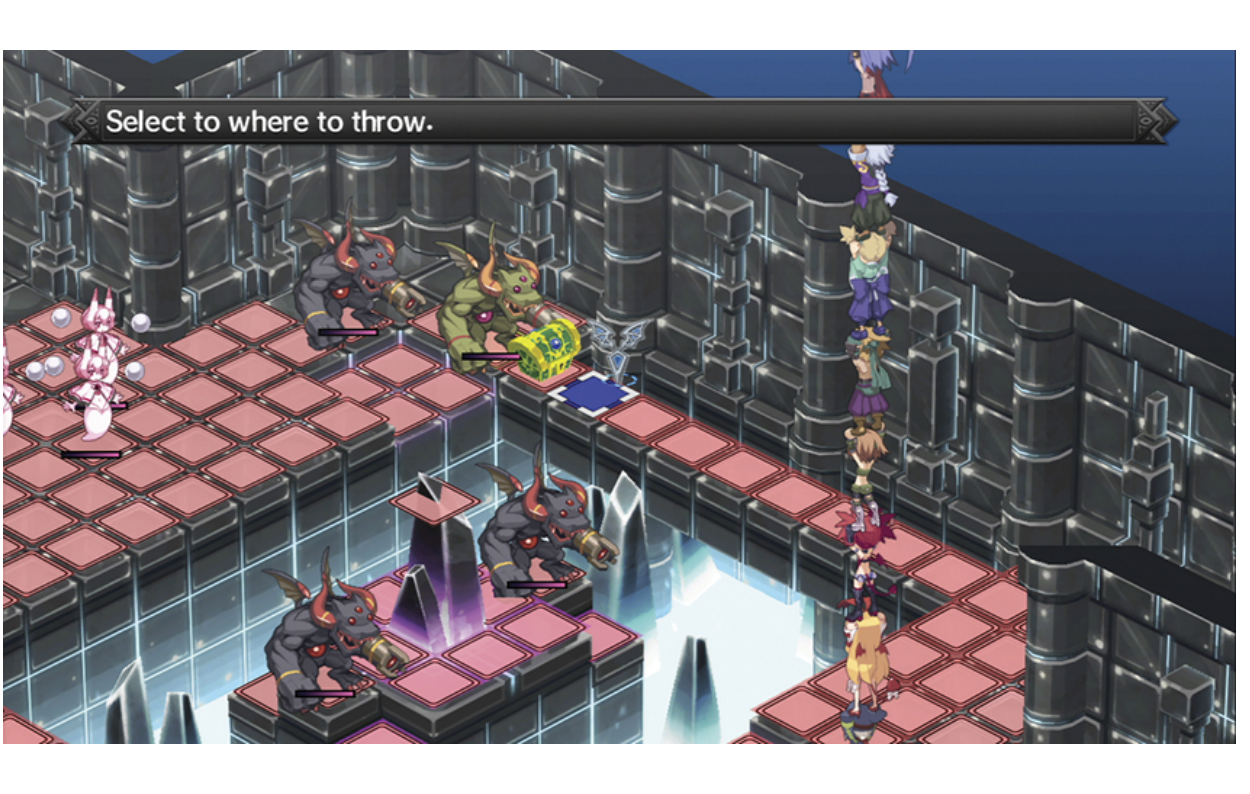


Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Baciel	45	2	Scatter Shot	Alligator Bite	Willpower Suit	Ignition, Bastard Black, Space Galaxy Kick	The two Rifle Demons on the center platform.
Baciel	42	2	Piercing Shot	Mad Dinosaur	Willpower Suit	Ignition, Bastard Black, Space Galaxy Kick	The two orange Rifle Demons on the yellow Geo Panels.
Baciel	42	2	Scatter Shot	Alligator Bite	Willpower Suit	Ignition, Bastard Black, Space Galaxy Kick	The two purple Rifle Demons on the far side of the gap.
Clio	38	3	Lovely Song	3 Star Emblem	Falcon Shoes	Move!, Jump Jump Jump!, Counter Classes, Water Guillotine, With a Sea Angel!, Ice, Mega Ice, Mega Heal	-

Geo Symbol	Geo Effect	Destroy	Note
Green	ATK +50%	Green Change	-
Purple	No Lifting	Purple Change	-
Null	No Entry	Clear	-
Yellow	Silence	Yellow Change	-

This introduces Sea Angels to the mix of enemy units, and their role here is much as it will be in the future: to provide a 10% stat boost to all of their allies via the Lovely Song Evility. In the meantime, they'll buff themselves and anyone nearby with spells like Shield and do very little of consequence.

Their Evility is just one of the many ways in which this stage wants you dead. There are some No Entry Panels that prevent you from throwing a couple of characters onto the small islands in the center of the room with two more Baciels, and the side passages are lined with Silence Panels and have a Baciel with Scatter Shot at the end. They're both standing on an ATK +50% Panel and are just waiting to cut you in half.



Select to where to throw.

The easiest way to get around this is with a tower throw. Carefully arrange your tower so that your toughest characters—ideally Armor Knights, pre-buffed with Shield and high-DEF equipment—are the guys who end up standing in front of those buffed Baciels. With nine or 10 characters in your tower, you should be able to get at least one character to the other side of the room with an available action. Use that to destroy the cluster of Geo Symbols sitting in that small dip in the floor.

The only drawback to this plan is that you'll cause a long Geo Chain that also destroys the two treasure chests sitting at either end of the bridge. It's your call whether the chests—which contain a couple of random legendary-quality items—are worth losing a couple of characters while you try to work around the Geo Effects.

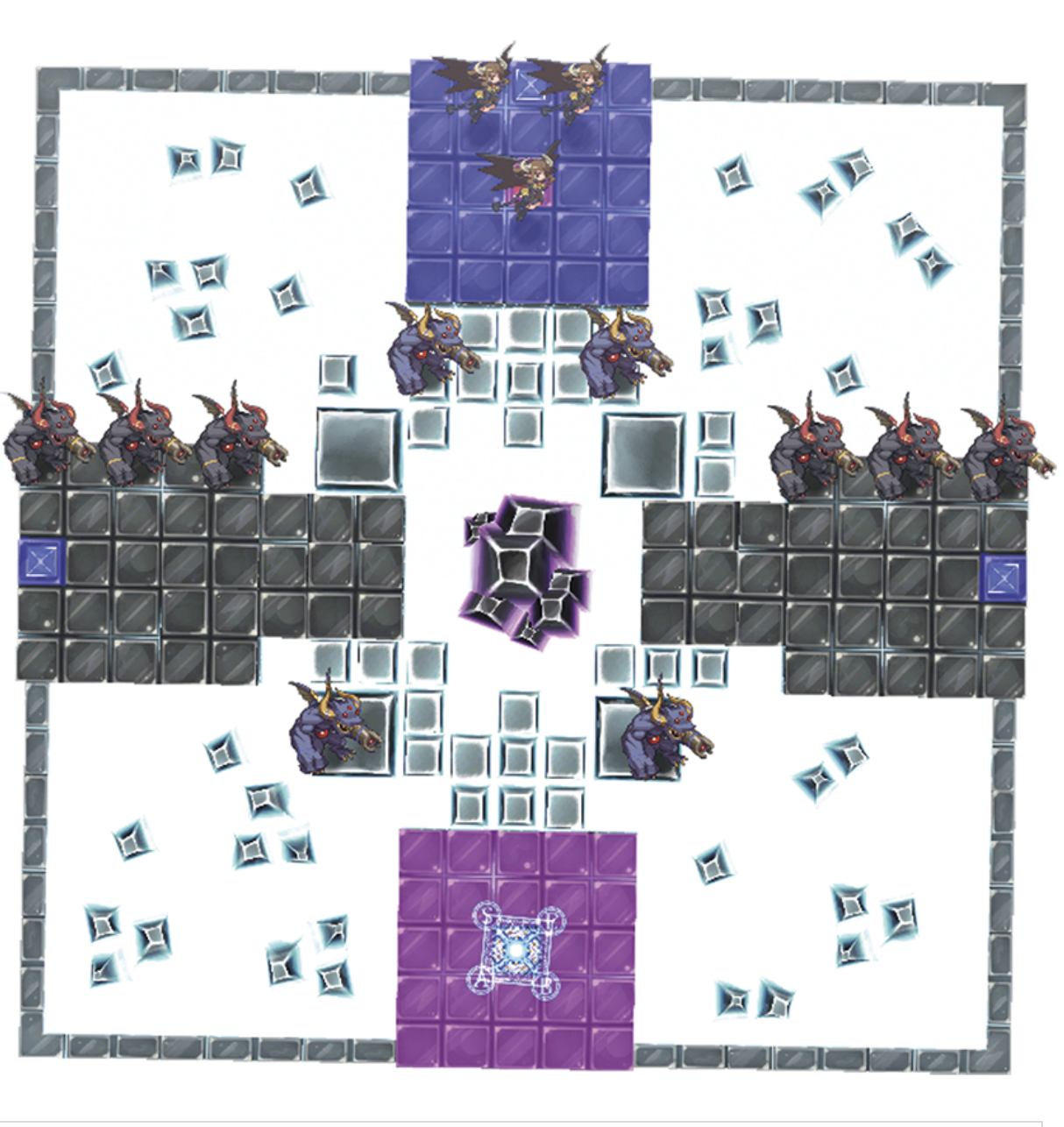
However you choose to do it, the hard part of this stage is over once you manage to make it to the far side of the map. Use long-range attacks, such as Overlord's Wrath, to dispatch the two Baciel on the center platform.

As with past maps, the treasure chests are gone if you revisit this stage.

Map Events

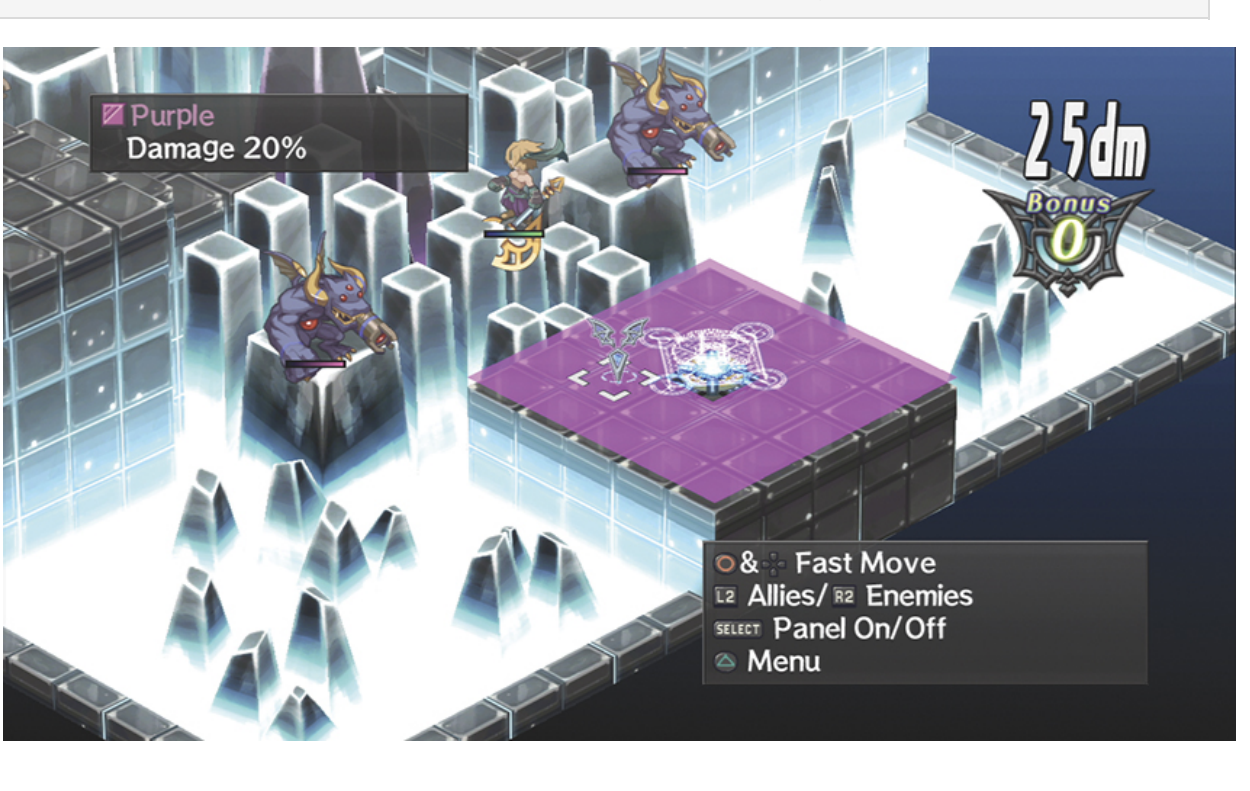
- Deploy Etna.
- Station Etna next to Flonne.
- Station Laharl next to Sicily.

Vile Black Crystal



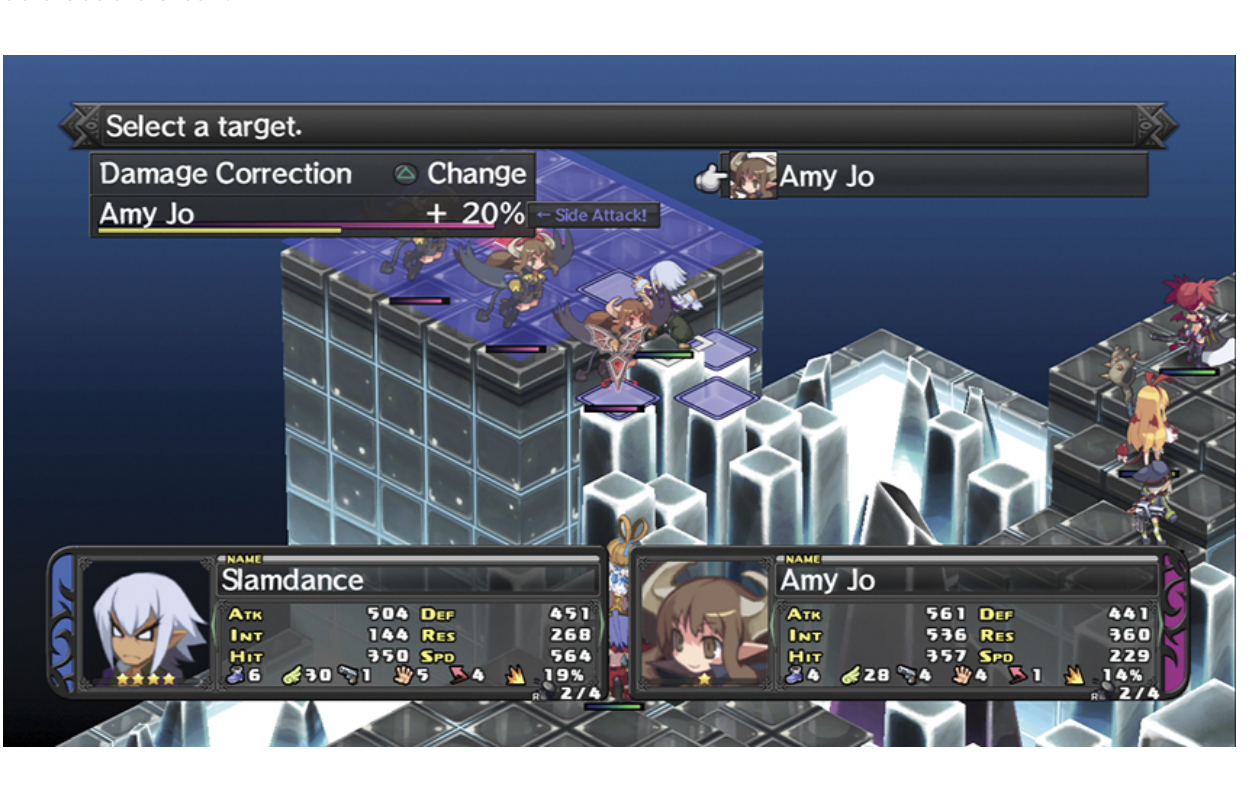
Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Baciel	44	4	Power Shot	Jack-o'-Lantern	Willpower Suit	Ignition, Bastard Black, Space Galaxy Kick	The Rifle Demons on the center structure.
Baciel	40	6	Scatter Shot	Jack-o'-Lantern	Willpower Suit	Ignition, Bastard Black, Space Galaxy Kick	The Rifle Demons on the side platforms.
Empusa	30	3	Sexy Aura	Dark Emblem	Duralumin Shield	Diving Heart, Judgment Rendezvous, Fire, Mega Fire, Giga Fire, Heal, Mega Heal, Charm	-

Geo Symbol	Geo Effect	Destroy	Note
Red	Damage 20%	Red Change	-
Blue #1	Mighty Enemy	Blue Change	-
Blue #2	Enemy Level Up 10%	Blue Change	-
Blue #3	No Entry	Blue Change	-



You can't stick around near your base panel due to the Damage +20% Geo Effect, so you've got to split up your forces and move up onto the crystal formation. It helps to equip your active party members with Jump-enhancing accessories like Falcon Shoes; to bring a couple of Mothmen to serve as mounts for your slower characters; or to bring Lanzarote or a Sea Angel along for the ride to buff your party members with Move! and Jump Jump Jump!

You do need to move fast, however, as the three Succubi on the back platform are enjoying the benefits of the Enemy Level Up Effect. They start at level 30, but they go up three levels for every turn it takes you to reach and destroy the Geo Symbols on either side of the room.

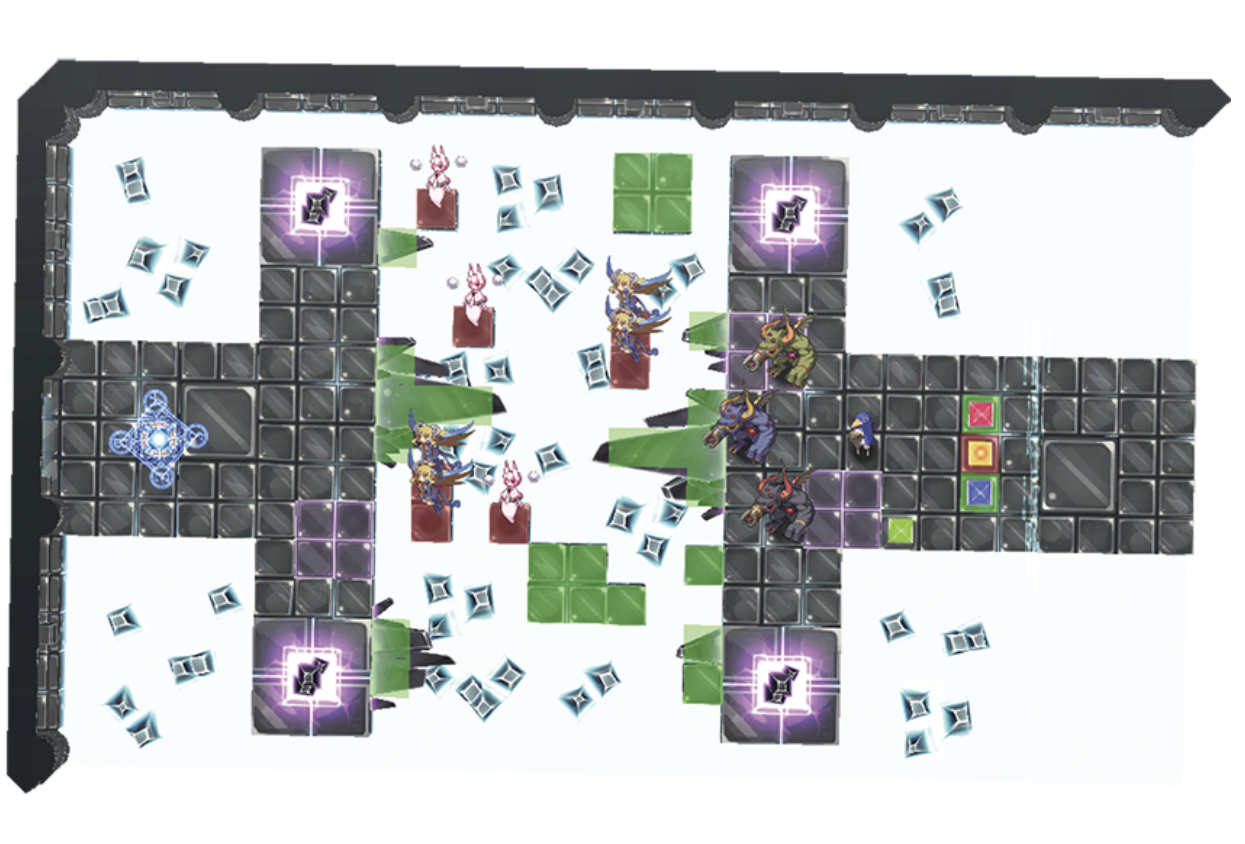


When you do get to the Succubi, you have a choice. You can either tower-throw a character over to the Mighty Enemy Geo Symbol on their platform and throw it off the Panel, thus letting you fight the Succubi normally, or you can just lure the Succubi off the platform and kill them while they're vulnerable.

Map Events

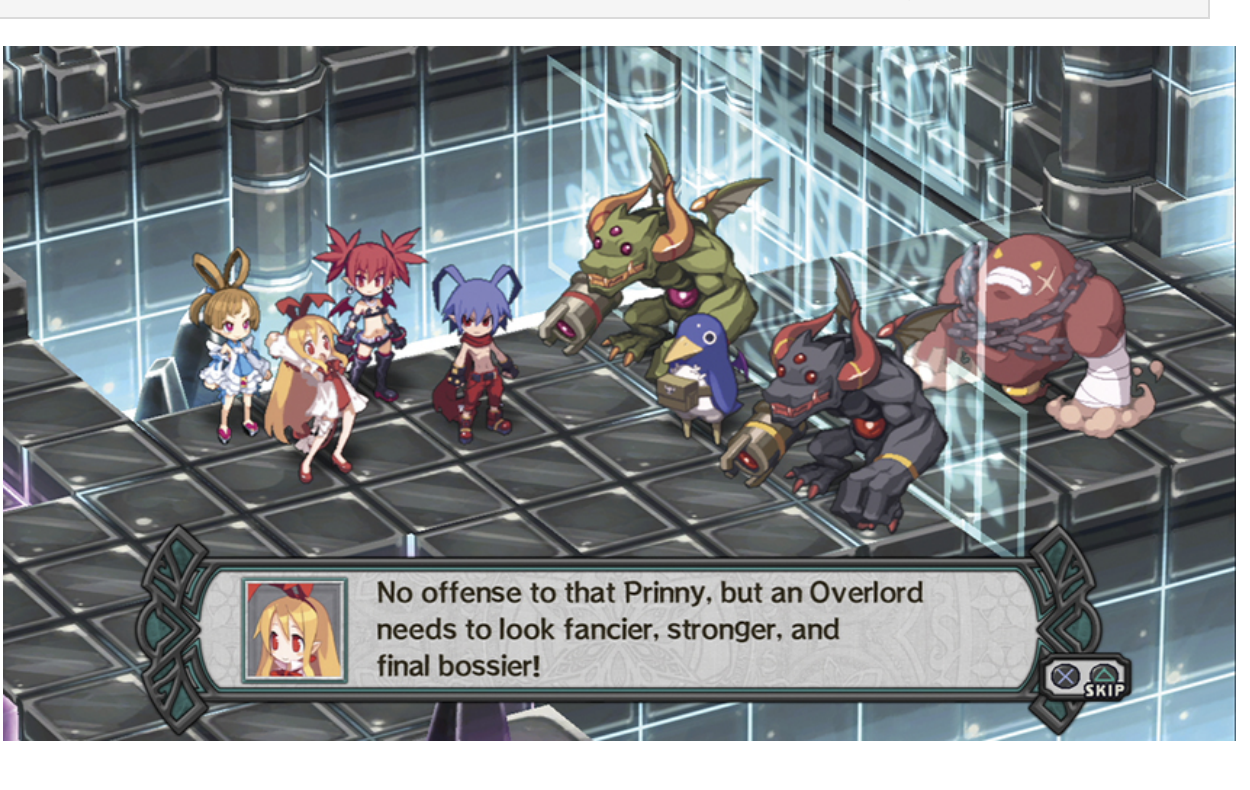
- Station Sicily next to Flonne.
- Have Laharl pick up Sicily.
- Make sure Etna's on the field at the start of the third turn.

Fallen Destroyer



Geo Symbol	Geo Effect	Destroy	Note
Null	Invincible	Clear	
Red	Water Element +50%	Red Change	
Blue	DEF +50%	Blue Change	
Green	Enemy Weaken -50%	Green Change	

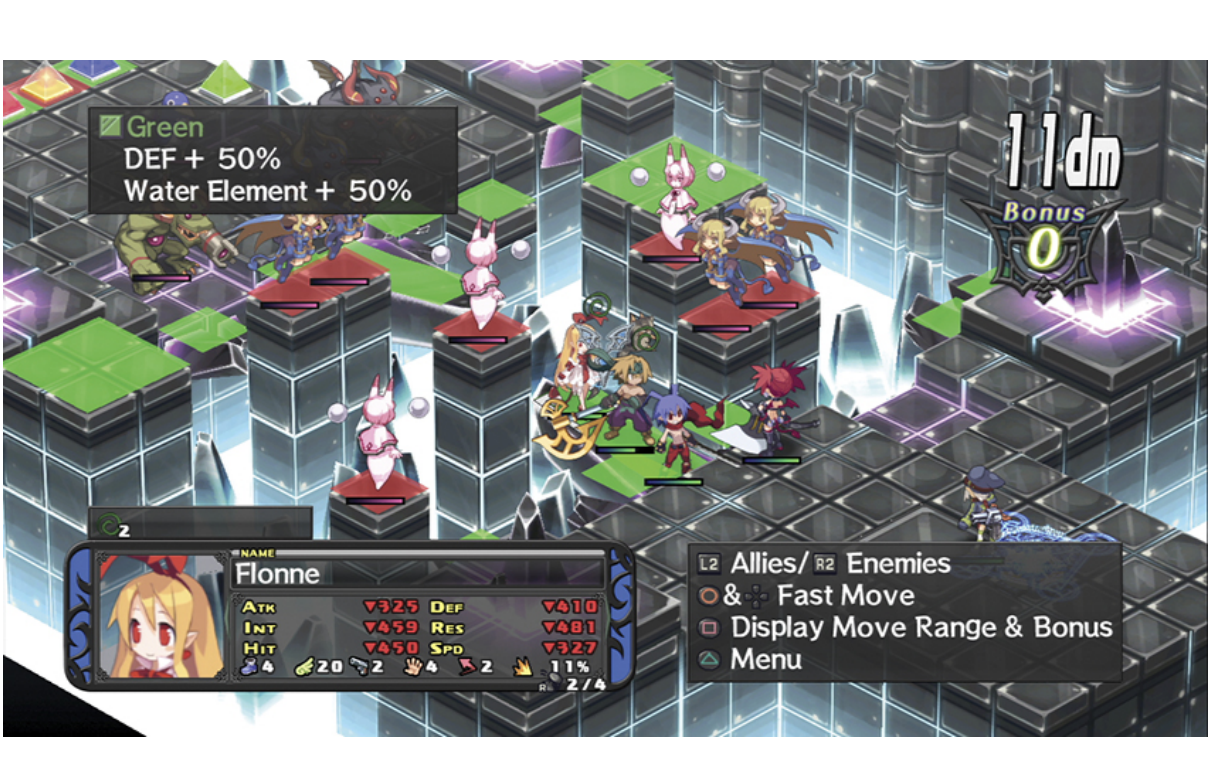
Class	Lv	Qty	Evility	Weapon	Armor	Skills
New King Krichevskoy	99	1	Explosive Body	Mystery Emblem	Brigandine	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Code Prinny, Bomber Dood, Speed Boost
Baciel	46	3	Scatter Shot (gray); Power Shot (blue); Piercing Shot (orange)	Pegasus Hoof	Willpower Suit	Ignition, Bastard Black, Space Galaxy Kick
Empusa	40	4	Punishment	Devilish Emblem	Duralumin Shield	Diving Heart, Pink Illusion, Judgment Rendezvous, Fire, Mega Fire, Giga Fire, Mega Ice, Heal, Mega Heal, Charm
Clio	40	3	Lovely Song	3 Star Emblem	Duralumin Shield	Move!, Jump Jump Jump!, Counter Classes, Only Crits!, Water Guillotine, Tentacle, With a Sea Angel!, Ice, Mega Ice, Mega Heal

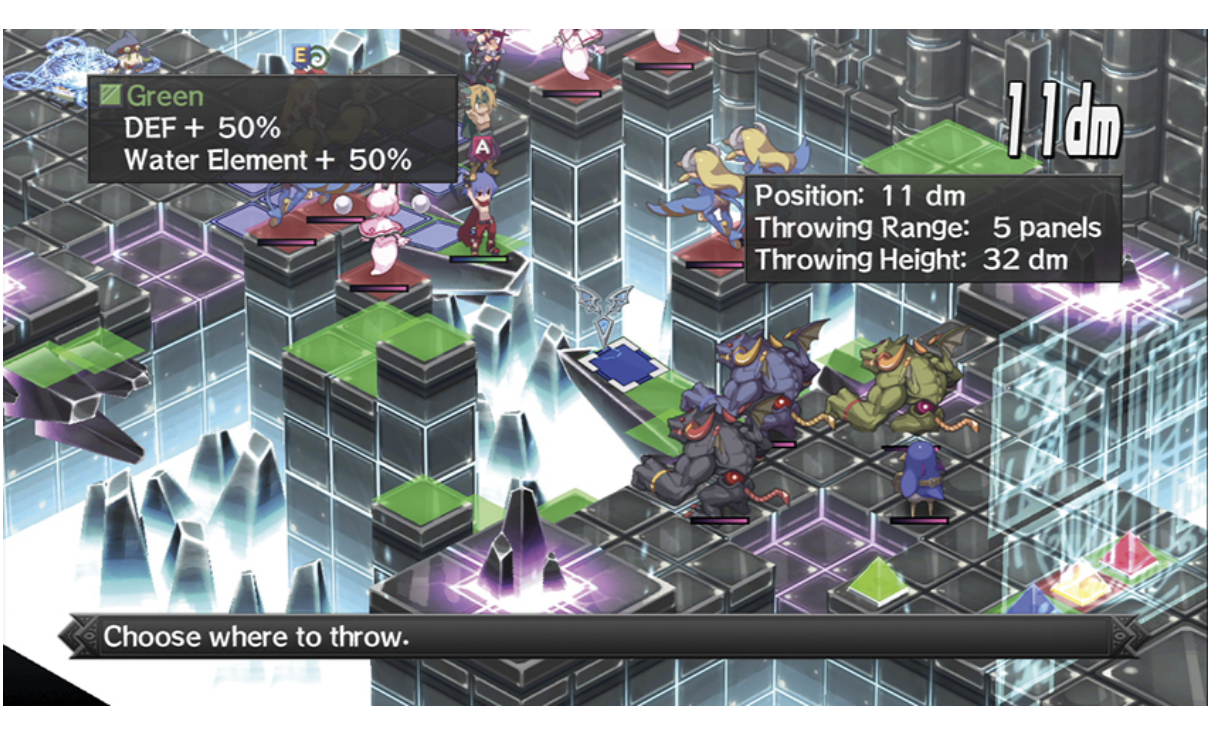


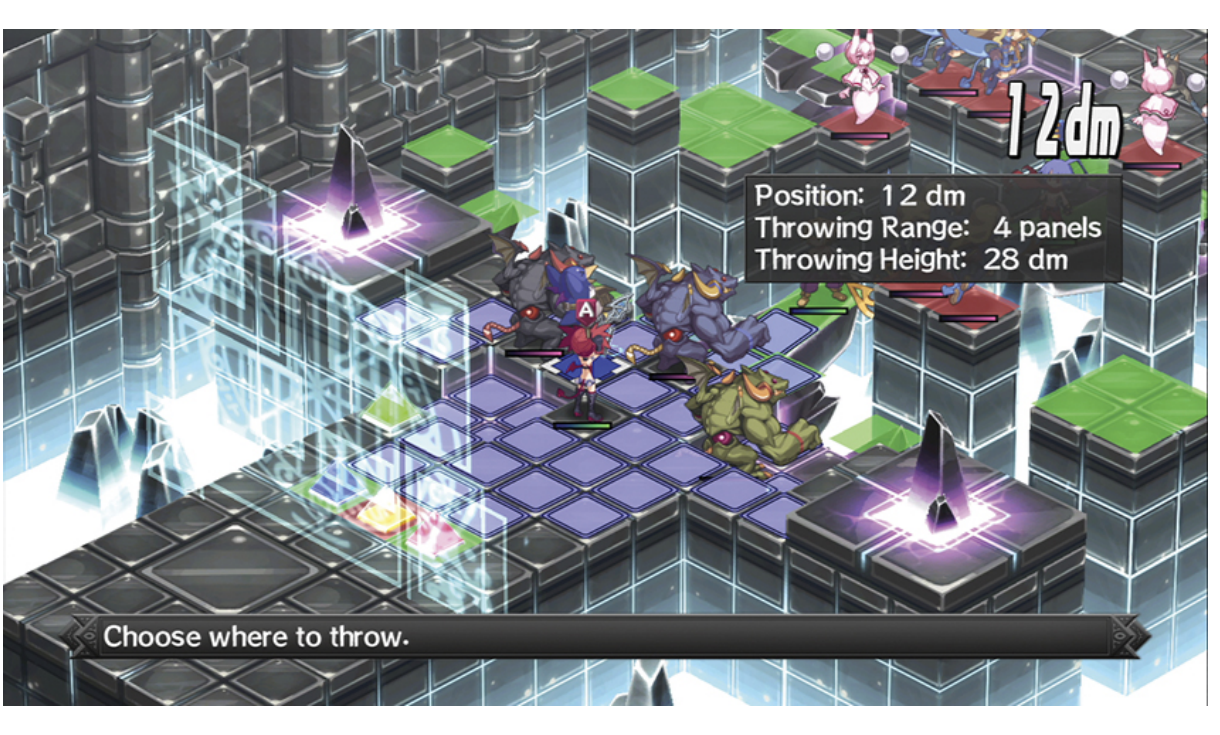
No offense to that Prinny, but an Overlord needs to look fancier, stronger, and final bossier!

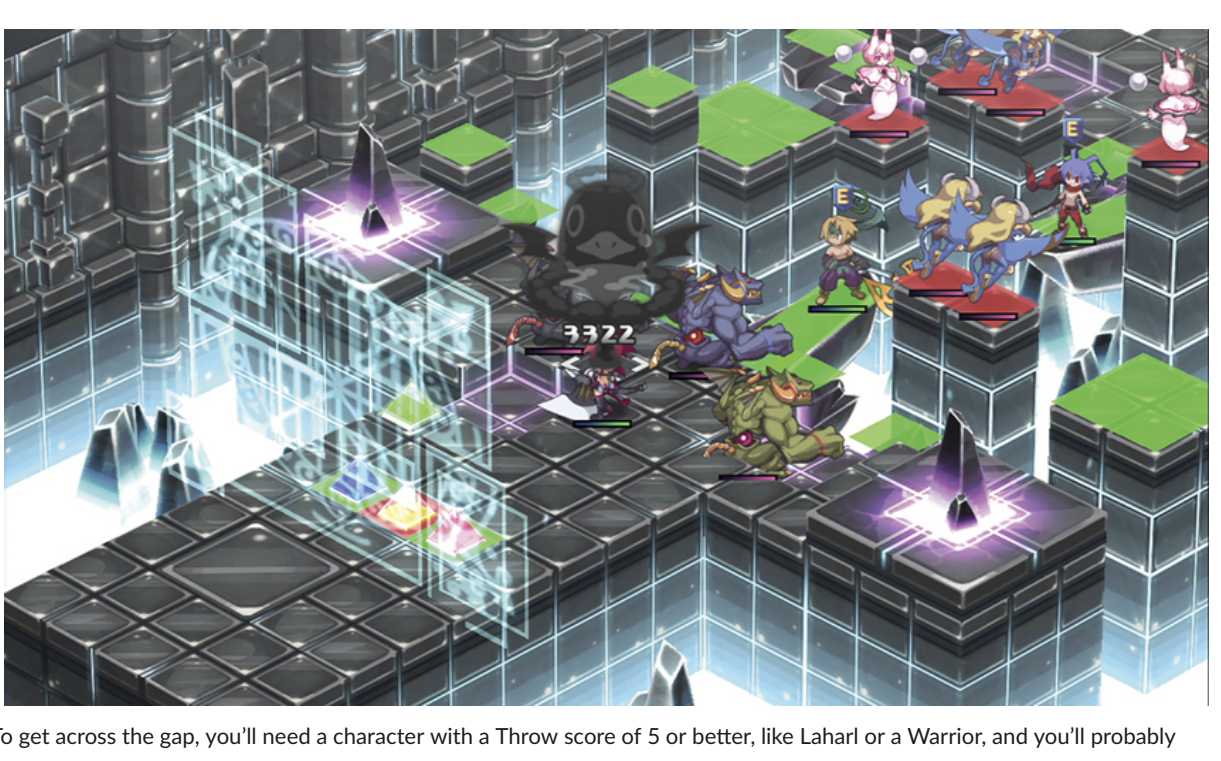
The Clios and Empusae that are stationed on the platforms in the chasm are dangerous if you're standing on open ground, and a joke if you're standing on the green Geo Panels. The extra elemental resistance from the Geo Effects lets you shrug off the Clios and Empusae's spells. Those monsters are on Invincible Geo Panels, so if you want to make an animated .gif about futility, just stand there and exchange fire with them.

The real issue is dealing with the Fake King, who's a level 99 Prinny, and his Baciel bodyguards. The good news is that even a level 99 Prinny still explodes when you throw him, and if you can get a character over to him on the first turn, you can use him as an improvised grenade to take out the Baciels at the same time.









To get across the gap, you'll need a character with a Throw score of 5 or better, like Laharl or a Warrior, and you'll probably want whoever's making the trip to have a full action left over when he or she lands. This allows you to run up to the Fake King, pick him up, and use him to blow up the Baciels without having to stand in his explosion radius. He does damage in a straight line radiating away from the square where he lands.

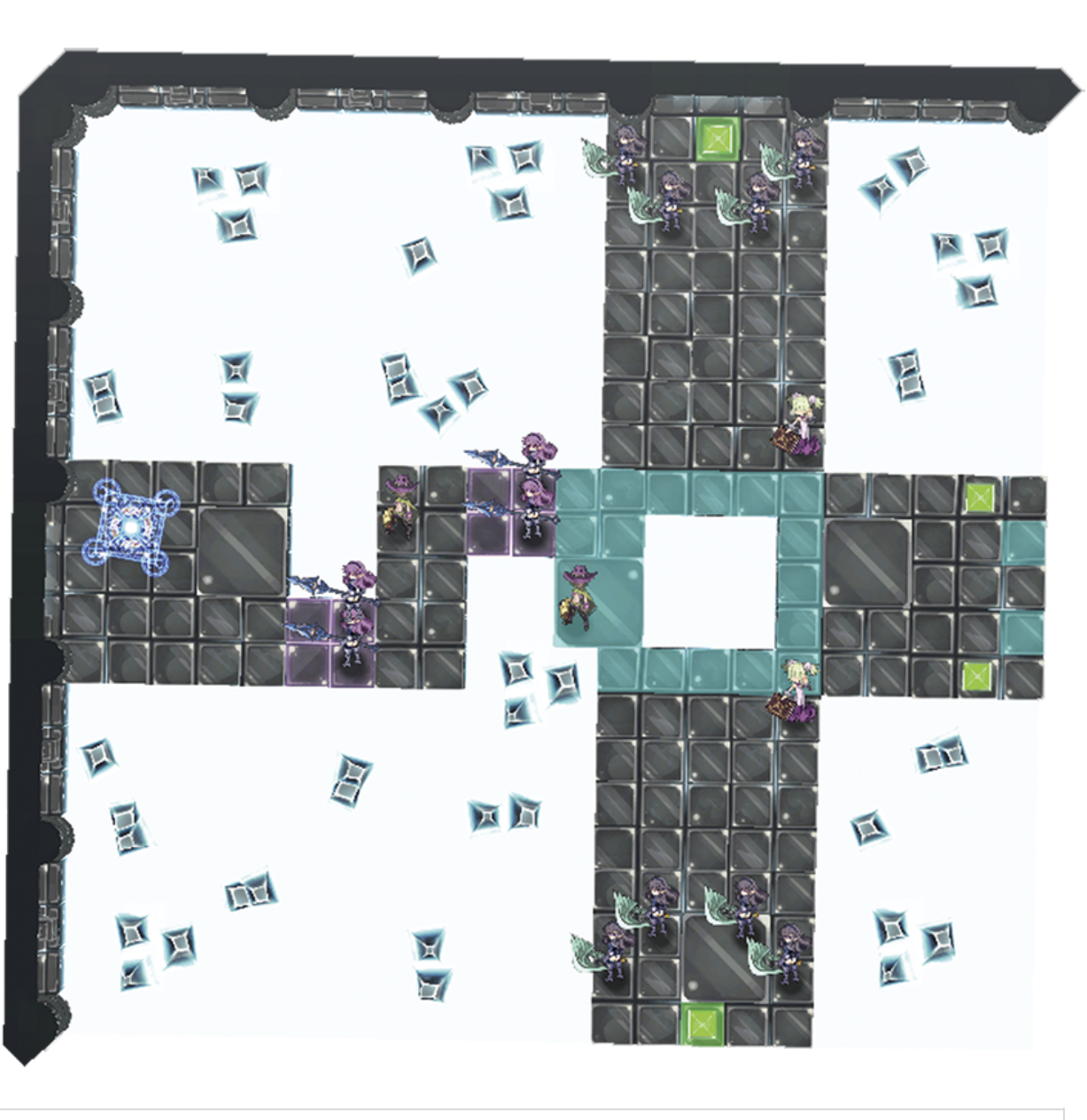
With that done, you can swap out the Invincible Geo Symbol for Enemy Weaken, then use your archers, casters, and gunmen to plink away at the Clios and Empusae.

On subsequent visits to Fallen Destroyer, everything's the same except that the Fake King is missing. This actually makes the map much harder, since you can't use him to instantly dispatch the Baciels.

Map Events

- Attack an enemy with Etna.
- Place Laharl next to Sicily.
- Have Flonne on the field at the start of your sixth turn.

Shadow of Misfortune

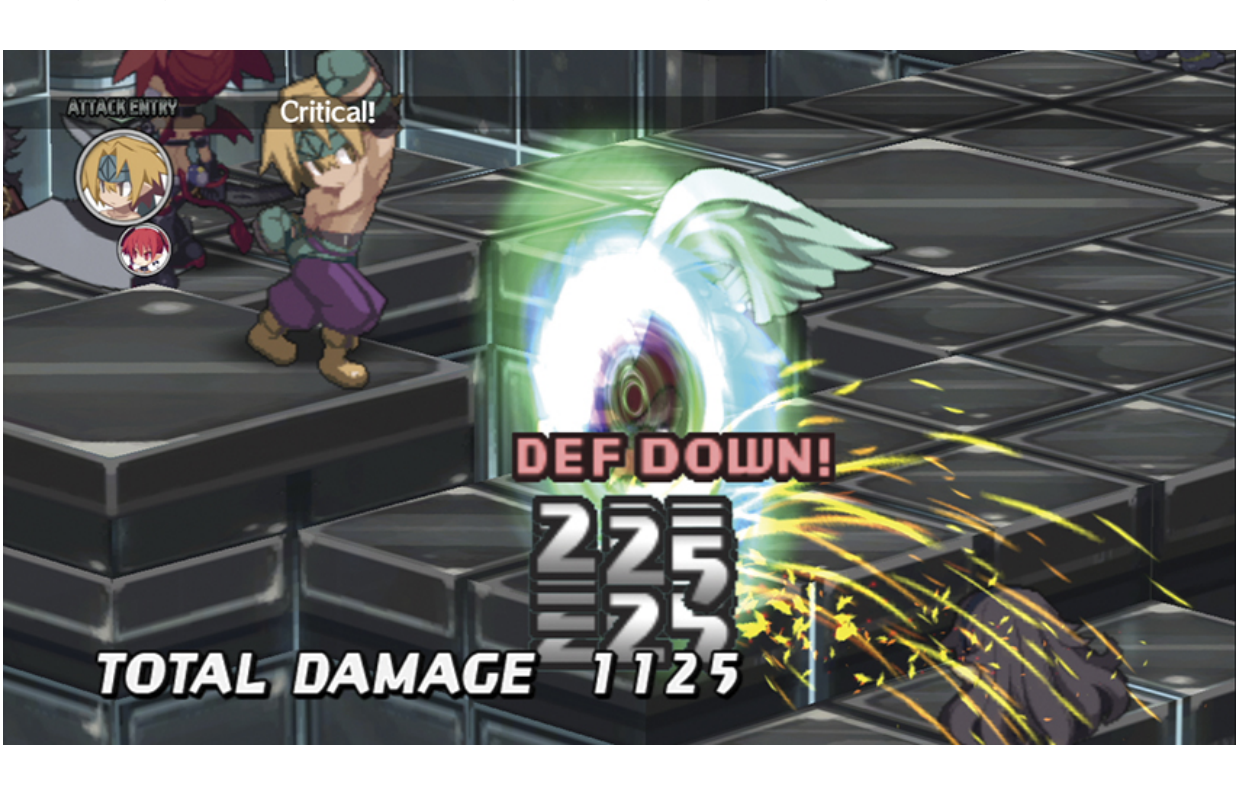


Class	Lv	Qty	Evility	Weapon	Armor	Skills
Heavy Knight	44	4	Defender	Valkyrie Spear	Willpower Suit	Impaler Drop, Blade Bash, Spear Blow
Outlaw	47	2	Second Attack	Photon Burst	Brigandine	Tri-Burst, Dark Matter Ether, Point Blank Blaster
Martyr	47	2	Book of Magic	Book of Secrets	Duralumin Shield	451 Degrees of Evil, Gone with the Cotton, Sea Horse Change, Heal, Mega Heal, Giga Heal, Omega Heal, Espoir, Shield, Magic Wall, Enfeeble, Mind Break
Heavy Knight	42	8	Advance Guard	Wing Axe	Breastplate	Boulder Crush, Helmet Crush

Geo Symbol	Geo Effect	Destroy	Note
Green #1	Enemy Boost +50%	Green Geo Change	Mobile; moves onto the nearest Aqua Geo Panels at the start of the first Enemy Turn.
Green #2	Super Encroach	Green Geo Change	Mobile; moves onto the nearest Aqua Geo Panels at the start of the first Enemy Turn.
Green #3	ATK +50%	Green Geo Change	-
Green #4	ATK +50%	Green Geo Change	-

At the start of the first enemy turn, the two green Geo Symbols on the other side of the map will uproot themselves and walk onto the aqua Geo Panels. This causes Super Encroach and Enemy Boost +50% Effects, which will rapidly spread to most of the floor and turn this stage into your own personal apocalypse.

Since we would prefer for that not to happen, have a character waiting there for them by means of a tower throw, whether it's the standard version or the Special Skill. You can take one or both of the mobile Geo Symbols out preemptively, which makes this stage a straightforward brawl with a bunch of high-DEF Axe-wielding Heavy Knights, or wait for them to move.

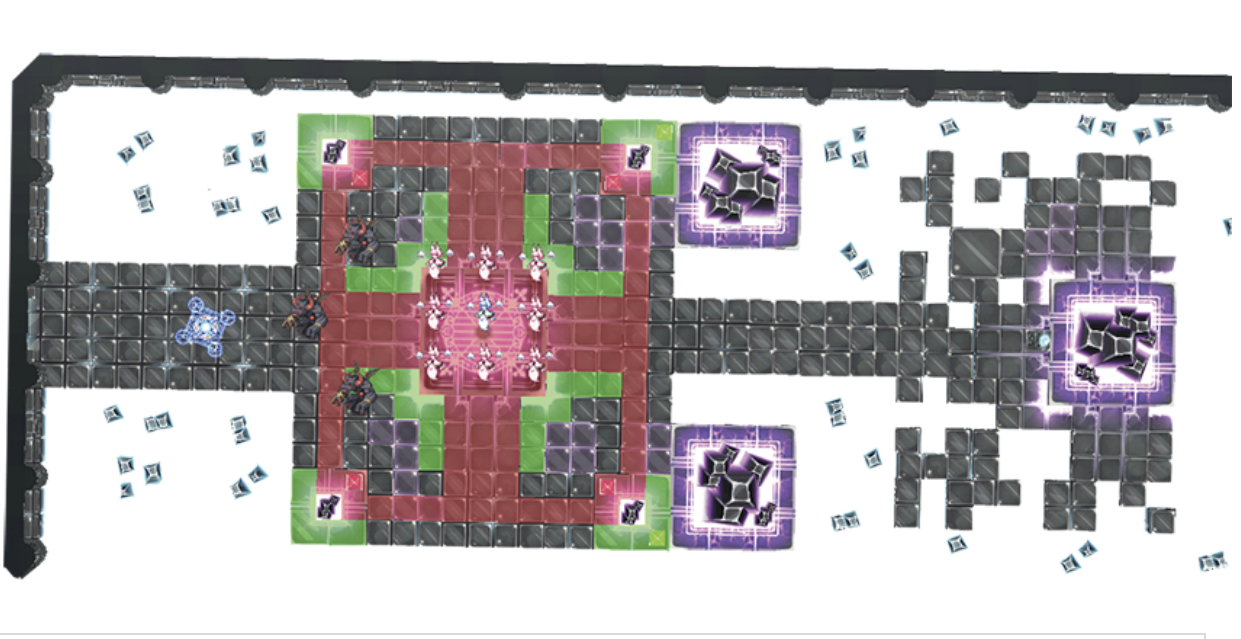


Destroying one Symbol while it's on the aqua Geo Panels takes them both out via the ensuing Geo Chain, but also covers the center platform in the ATK +100% Effect from the two green Symbols. That, in turn, changes this stage into a game of King of the Hill, except with more stabbing and larger numbers. The Heavy Knights are slow enough that you should be able to get at least a couple of your front-line fighters onto the center platform before they get there, and then knock them down as fast as they can run up to you.

Map Events

- Station Laharl next to Flonne.
- Station Etna next to Sicily.
- Have Sicily deployed at the start of the fifth turn.

Utopian Abyss

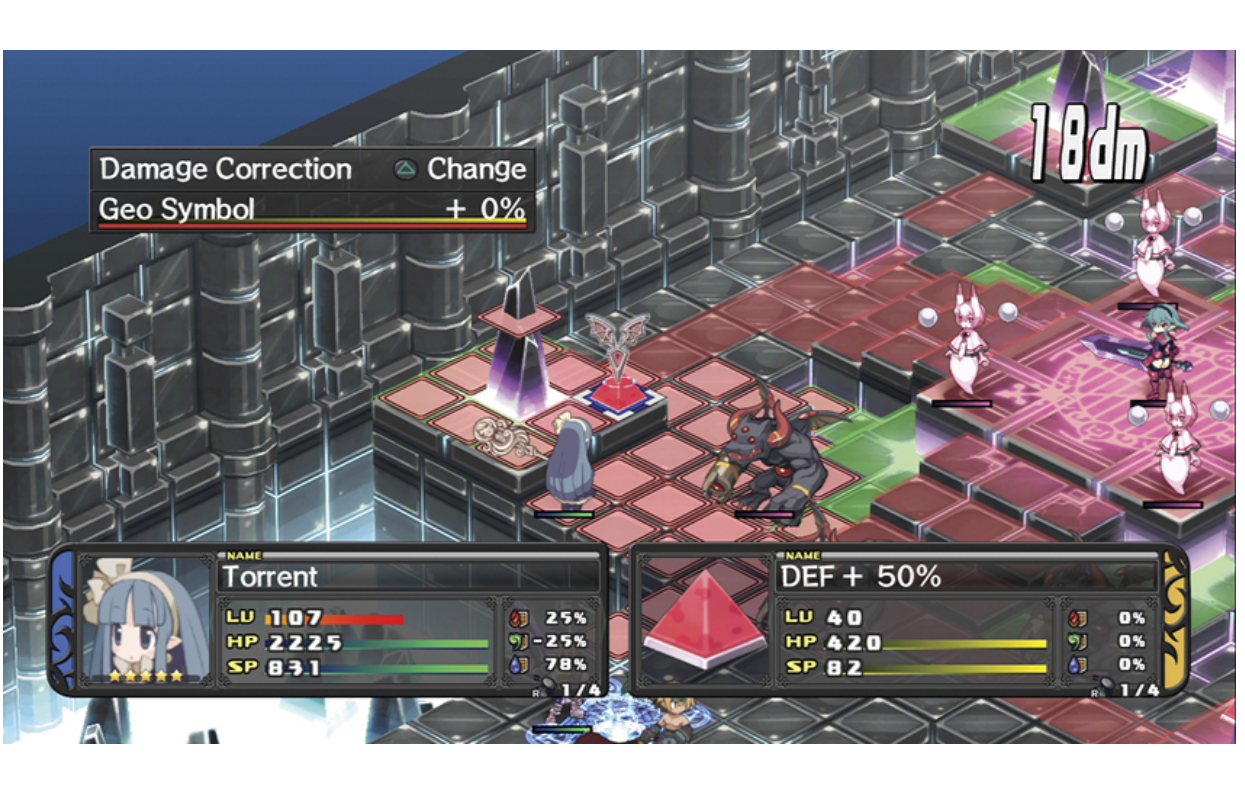


Class	Lv	Qty	Evility	Weapon	Armor	Skills
Barbara	45	1	Passiveness	Alberich	Brigandine	Order: Prediction, Order: Chaos Dance, Blade Rush, Hurricane Slash, Nether Slash, Musou Slash
Clio	40	4	Lovely Song	Mystery Emblem	Brigandine, Bloody Orb	Move!, Jump Jump Jump!, Counter Classes, Only Crits!, Water Guillotine, Tentacle, With a Sea Angel!, Ice, Mega Ice, Giga Heal, Magic Wall, Target Lock
Gambiel	45	3	Scatter Shot	Mad Dinosaur	Brigandine, Fight Muscle	Ignition, Bastard Black, Space Galaxy Kick

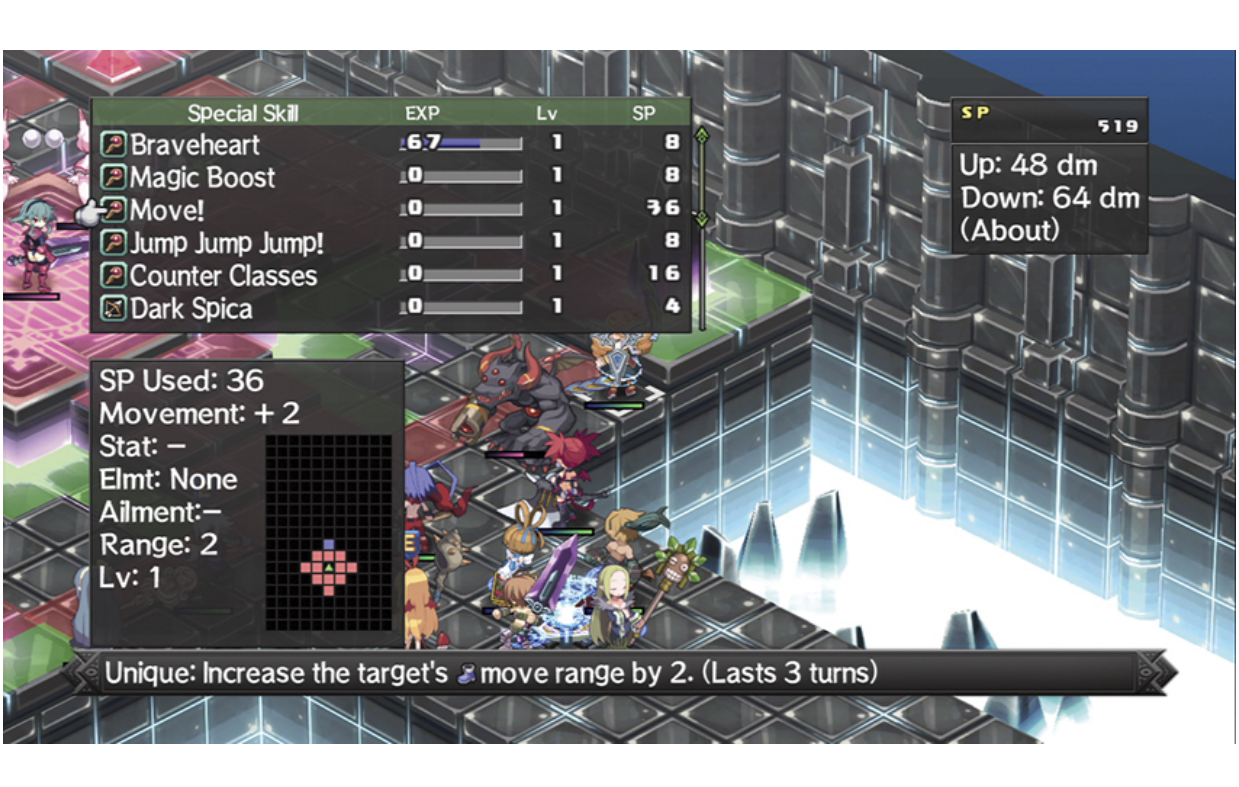
Geo Symbol	Geo Effect	Destroy
Red #1	No Lifting	Red Change
Red #2	Ally Lonely	Red Change
Red #3	Recovery 20%	Red Change
Red #4	DEF +50%	Red Change
Green #1	No Entry	Green Change
Green #2	Invincible	Green Change

I was ordered not to let anyone pass. I'll do whatever it takes to make sure no one gets by me!

You have five turns to defeat Barbara, three Gambiels, and four Clios. The complicating factor is the presence of a new Geo Effect, Ally Lonely, which prevents more than one of your units from standing on the red Geo Panels at once. You can cross them without difficulty, but if you've got a character that ended its turn standing on an Ally Lonely panel, no one else can enter. Unless you've spent the last forty hours grinding the Item World and you've got a level 600 wrecking ball to throw at Barbara, you have to get rid of Ally Lonely before you stand a chance.



Deploy a couple of characters with a high Throw stat, like Laharl, Warriors, or Valkyries, then have them throw spellcasters or archers right off the base panel toward the two closest red Geo Symbols. Dispose of those on your first turn, then use your other six character spots to take out the Gambiels.

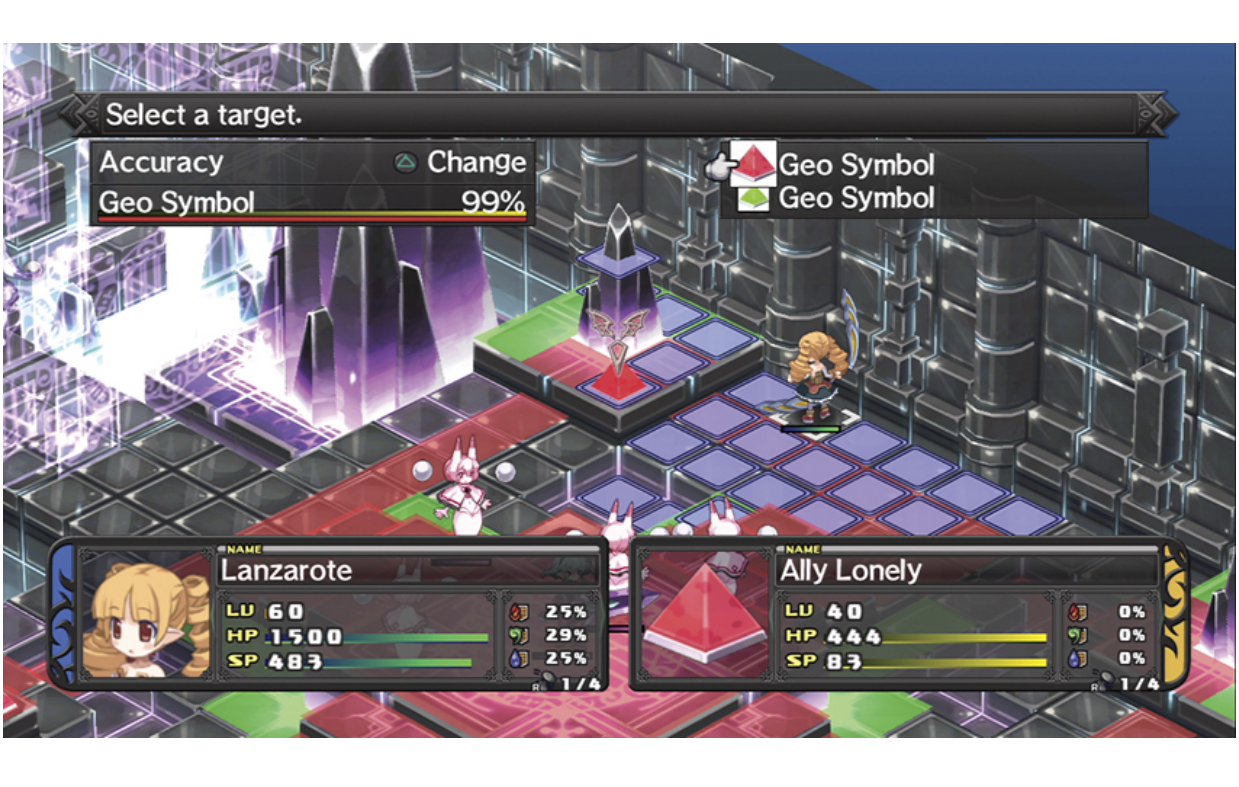


Special Skill	EXP	Lv	SP
Braveheart	67	1	8
Magic Boost	0	1	8
Move!	0	1	36
Jump Jump Jump!	0	1	8
Counter Classes	0	1	16
Dark Spica	0	1	4

SP 519
Up: 48 dm
Down: 64 dm
(About)

SP Used: 36
Movement: + 2
Stat: –
Elmt: None
Ailment:–
Range: 2
Lv: 1

Unique: Increase the target's move range by 2. (Lasts 3 turns)



Lanzarote comes in handy here, assuming you've put a few more levels on her and she's using an upgraded Bow. You can use her to destroy the No Lifting Symbol, then have her buff herself with Move! on your second turn while she's moving toward the Ally Lonely Symbol. On her third, she should be able to reach and destroy the Symbol and thus turn the fight in your favor.

Order: Chaos Dance

Once that's gone, you've got two turns to rush in and take out everything on the platform. The Clios are, as usual, speed bumps; they'll actually attack if cornered but they're very fragile. Barbara has been working out and can dish out a lot of damage with moves like Order: Chaos Dance, but if you can catch her in a long Combo Attack, she'll drop. It helps if you send a character into the Ally Lonely panels on the second turn to lure Barbara down the stairs and toward the bulk of your forces so that you can set up that combo.

This sounds simple, but it's a test of how much damage you can put out on demand and how far ahead you can plan. As a general rule, if you can't kill at least two of the three Gambiels on your first turn, you don't have the firepower to win this fight. You'll need to get a couple of upgrades first, probably through spending time in the Item World.

If you lose this fight, whether because Barbara wiped the floor with you or because you ran out of time, you'll receive one of the alternate endings; there are two slightly different versions of that ending based on whether you lost to Barbara or couldn't beat her in five turns. If you win, you'll get the Uniter, Not a Divider Trophy.

Map Events

- Laharl attacks an enemy unit.
- Barbara attacks Sicily.
- Station Etna next to Flonne.

Second Visit

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Thalia	30	1	Happy Song	Mystery Emblem	Brigandine, Bloody Orb	Move!, Jump Jump Jump!, Counter Classes, Water Guillotine, Tentacle, With a Sea Angel!, Ice, Mega Ice, Giga Ice, Giga Heal, Braveheart, Shield
Clio	25	8	Lovely Song	Mystery Emblem	Brigandine, Bloody Orb	Move!, Jump Jump Jump!, Counter Classes, Water Guillotine, Tentacle, With a Sea Angel!, Ice, Mega Ice, Giga Heal, Magic Wall, Target Lock
Gambiel	45	3	Scatter Shot	Mad Dinosaur	Brigandine, Fight Muscle	Ignition, Bastard Black, Space Galaxy Kick

Geo Symbol	Geo Effect	Destroy
Red #1	No Lifting	Red Change
Red #2	Ally Lonely	Red Change
Red #3	Recovery 20%	Red Change
Red #4	Fusion	Red Change
Green #1	No Entry	Green Change
Green #2	Invincible	Green Change

If you revisit Utopian Abyss later on, Barbara's gone, but the Gambiels remain. There are eight level 25 Clios in Barbara's place, put there as the retinue of a single level 30 Thalia.

The Ally Lonely Effect has been replaced by Fusion, which covers all the red Panels on the central platform. On the first enemy turn, one of the level 25 Clios will disappear and another will gain 25 levels; on the second, another despawns and the same Clio will go up to level 75. This will continue until you interfere with the process or until the last Sea Angel is level 230, who will proceed to toss icebergs at you until you die.

Thankfully, Sea Angels have such low DEF that you can probably still take this level 230 monster on head to head and win. If you apply EXP and Mana multipliers via the Cheat Shop, it's a slow but potentially rewarding process to come into this stage and let the Fusion Geo Effect create a single super-Sea Angel for you to kill.

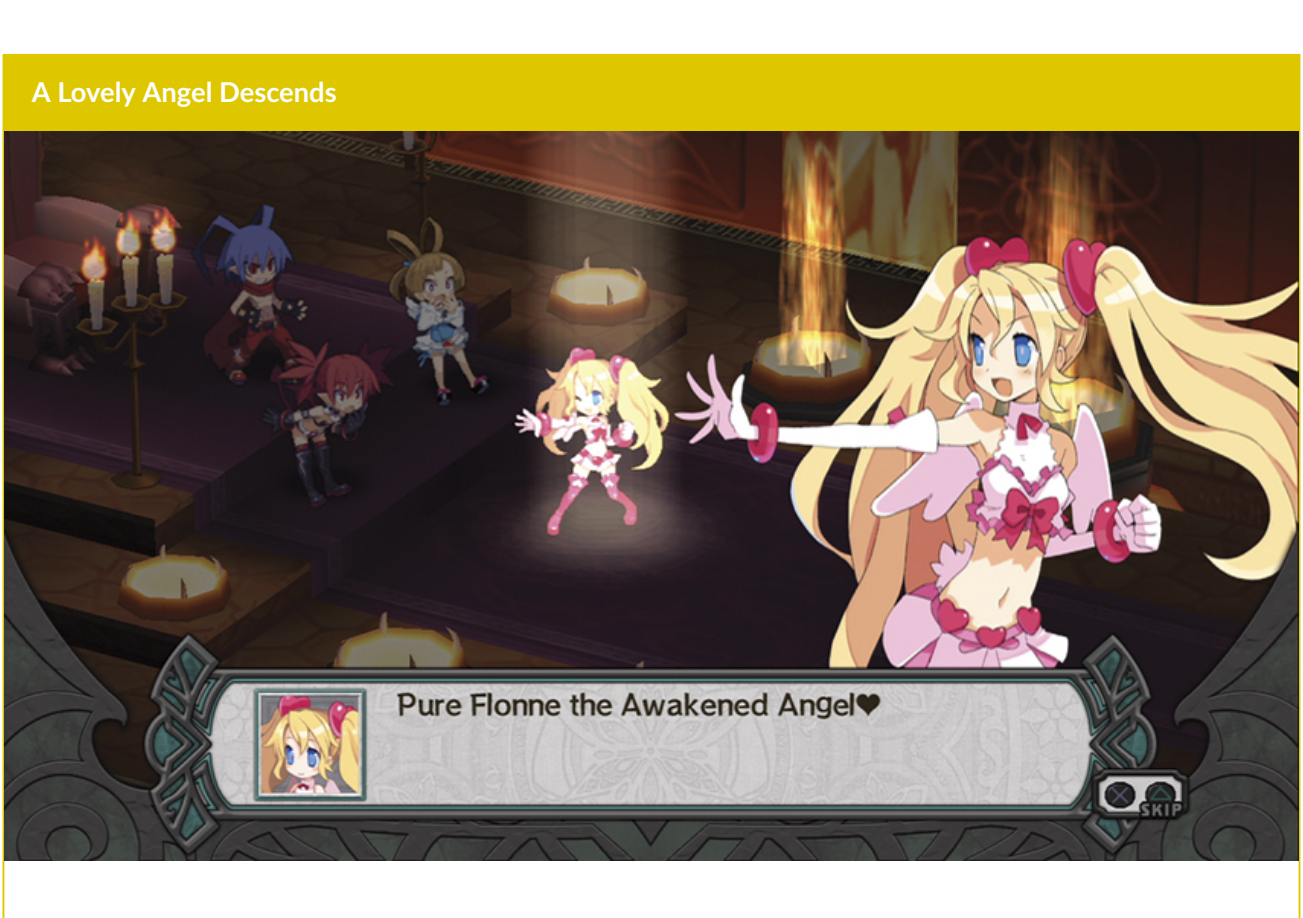
Episode 9: The Missing Angels

In order to save the Netherworld from the Yuie flowers, a lovely angel descends!

Unless you unlocked them on your own beforehand, you'll receive the ability to make your own Male and Female Angels upon starting this Episode. Male Angels are fighter/healer hybrids and Felmale Angels occupy a support role, but the real reason to have them along for the ride is to take advantage of their Evilities.

The Cheat Shop has updated again, allowing you to lower your multipliers to 10% or raise them to 145%, and you can find this episode's treasures in what used to be Flonne's flower bed, in the grassy inner garden near the jukebox, and tucked in behind Paparazzi in the library.

A Lovely Angel Descends

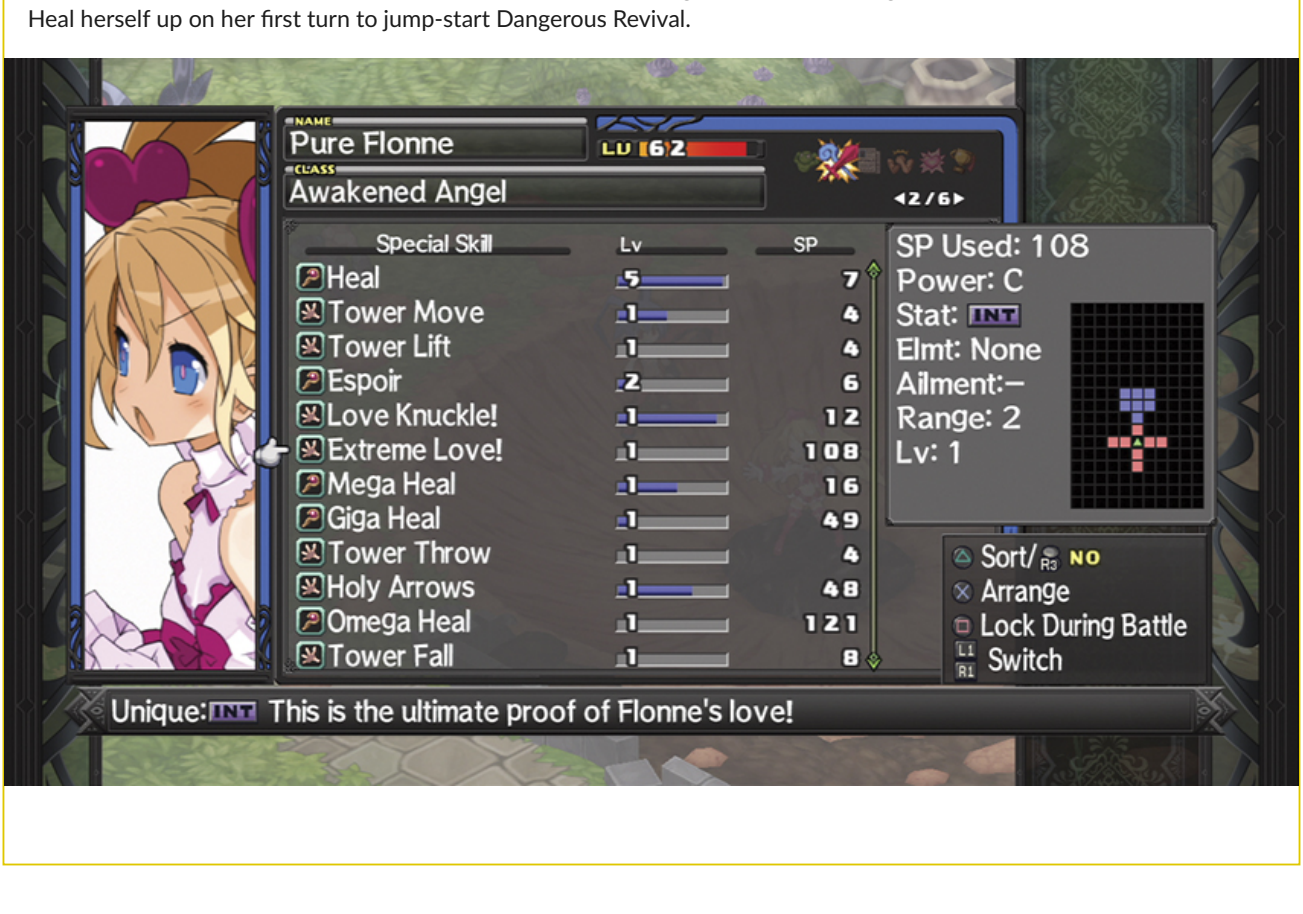

Pure Flonne the Awakened Angel♥

Flonne goes through some, uh, changes right about now. The transition to her superhero mode grants her a new area-of-effect skill called Extreme Love, which is just the thing if you've ever wanted to vandalize the moon.

Which you have.

More importantly, her Evility changes, which switches up the way Flonne fits into your roster. Previously, Heart of Affection meant that Flonne got a stacking 10% stat buff every time she restored someone to 100% health with a Heal spell. For the last two Episodes, Flonne's Evility is now Dangerous Revival, which gives Flonne a stat buff based upon how much of her total life is restored when she receives a healing effect from any source.

If you've been primarily using Flonne as a healer, now's a good time to switch her over to an offensive role, as the more damage she takes, the more powerful she gets. You can even "prime" her before a fight by equipping her with items like Muscles that raise her HP cap. The result should be that Flonne goes into the next fight "wounded," so you can have her Heal herself up on her first turn to jump-start Dangerous Revival.



Unique: INT This is the ultimate proof of Flonne's love!

Ice Beast's Scream

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Iron Knight	47	5	Defensive Stance	Metal Slasher	General's Helm, Scalemail	Boulder Crush, Helmet Crush, Super Back Spin
Spriggan	46	6	Crisis Energy	Jack-o'-Lantern	General's Helm, Falcon Shoes	Nether Lariat, Pile Bunker, Lantern Wish

Geo Symbol	Geo Effect	Destroy	Note
Green	No Entry	Green Change	Mobile: moves three panels on Enemy Turn 2
Null	Movement +1	Clear	-

I was thinking of making a joke about mistaking them for angels, but I've decided not to. Them's the breaks.

The Iron Knights on this stage all have the Defensive Stance Evility, so you won't do any real damage to them one-on-one. You either need to constantly hit them in the back or grind each one down with a flurry of weak hits. Meanwhile, they're beating you senseless with Axes.

The Spriggans in the back seem content to wait until you can get around to them ... until the start of the second enemy turn, when the Geo Symbol that's penning them in suddenly moves. At this point hilarity ensues, as does punching, and you may have a serious problem.

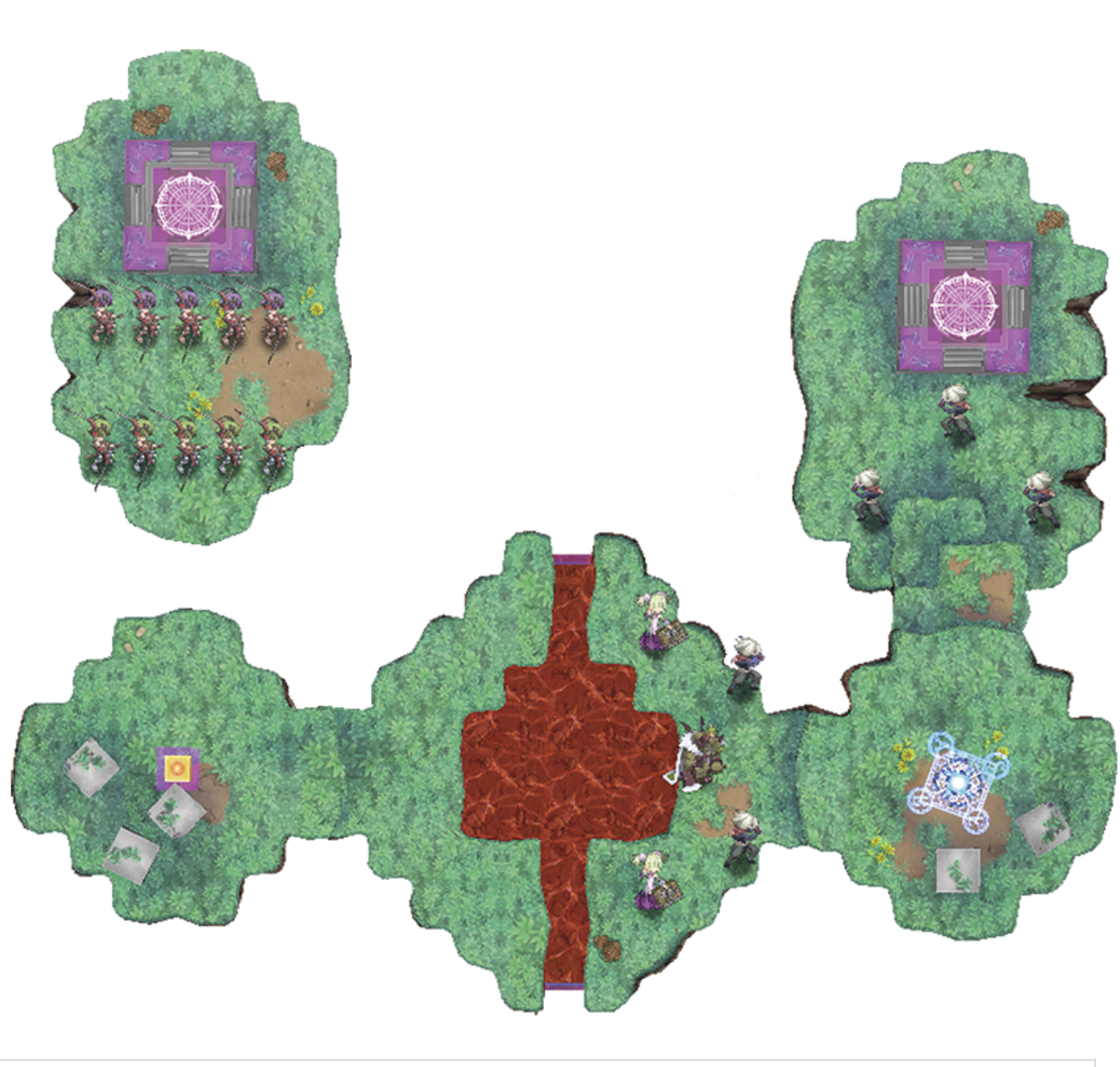
12dm
Bonus
Sicily
LV 52
HP 1370
SP 380
Allies/ Enemies
& Fast Move
Display Move Range & Bonus
Menu

You probably can't deal with all five Iron Knights in two turns unless you're dramatically over-leveled for this stage. Do what you can to focus fire and wear away at them one at a time, then switch to the Spriggans when they show up. The Spriggans all have the Crisis Energy Evility, which gives them a 100% bonus to their ATK if they drop below 25% HP. Either take them out or leave them alone; don't let them sit there at low health or they'll punch your entire defensive line in the face with Nether Lariat.

Map Events

- Station Laharl next to Flonne.
- Station Sicily next to Flonne.
- Station Etna next to Flonne.

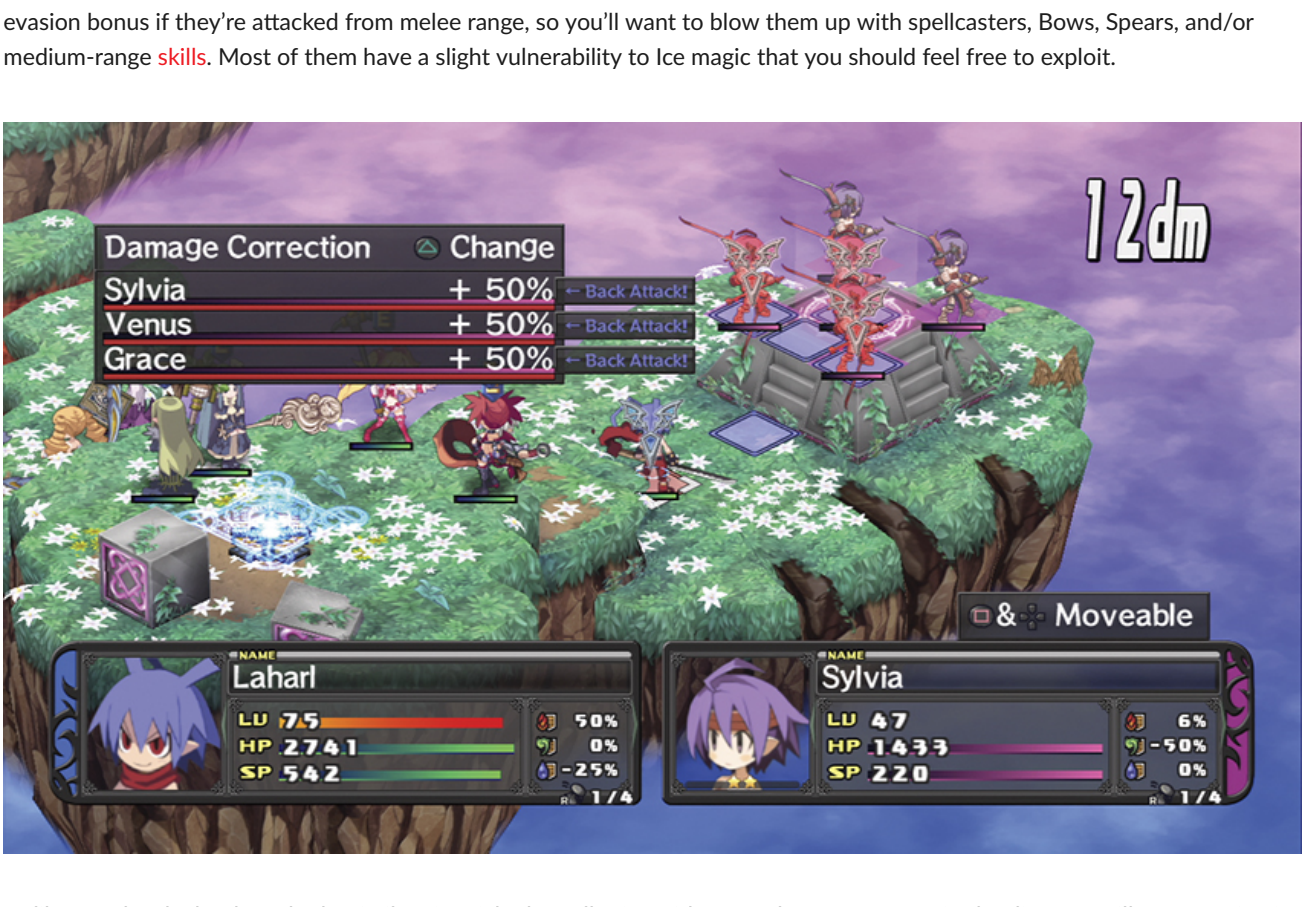
Empty Blooms



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Beast	50	1	Dead or Alive	Griffin Beak	Happy Cape, Bloody Orb	Darkness Slash, Spinning Wind Blast, Twilight Bomber
Chunin	46	5	Mirage	Hand Spikes	Happy Cape	Triple Strike, Double Shadow, Side Out, Armor Break, Resist Break, Blind, Slow, Poison, Slumber, Stun
Martyr	48	2	Book of Magic	Book of Death	Happy Cape	451 Degrees of Evil, Gone with the Cotton, Sea Horse Charge, Heal, Mega Heal, Giga Heal, Omega Heal, Espoir, Shield, Magic Wall, Enfeeble, Mind Break
Lady Warrior	47	5	Cooperativeness	Master Bow	General's Helm	Dark Spica, Bright Canopus, Meteor Arrow Kick, Zielregen
Valkyrie	47	5	Assault Attack	Master Bow	General's Helm	Dark Spica, Bright Canopus, Meteor Arrow Kick, Zielregen

Geo Symbol	Geo Effect	Destroy
Null	Warp	Clear

The trick to this stage is all in how fast you can deal with the Genin. They have the Mirage Evility, which gives them a 50% evasion bonus if they're attacked from melee range, so you'll want to blow them up with spellcasters, Bows, Spears, and/or medium-range skills. Most of them have a slight vulnerability to Ice magic that you should feel free to exploit.

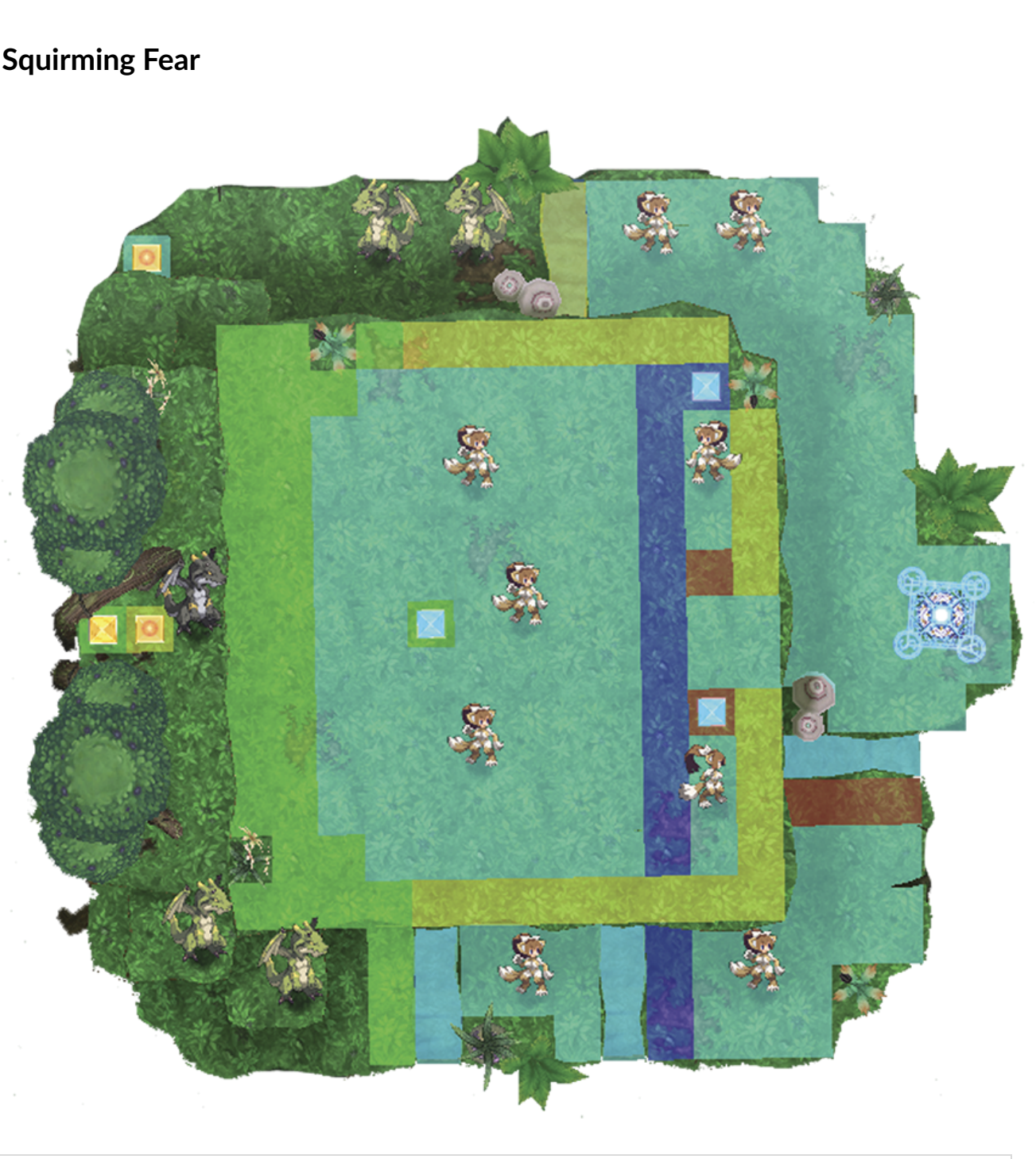


Unlike past levels that have had a similar gimmick, the Valkyries with Bows that you can see in the distance will start moving in immediately via the Warp Panels. Once they're in range, they'll start picking off your troops one by one with Bow skills like Meteor Arrow Kick. Ideally, you can have Laharl standing right there at the base of their dais, ready to wipe them out five at a time with Overlord's Wrath. That makes this fight much easier.

Map Events

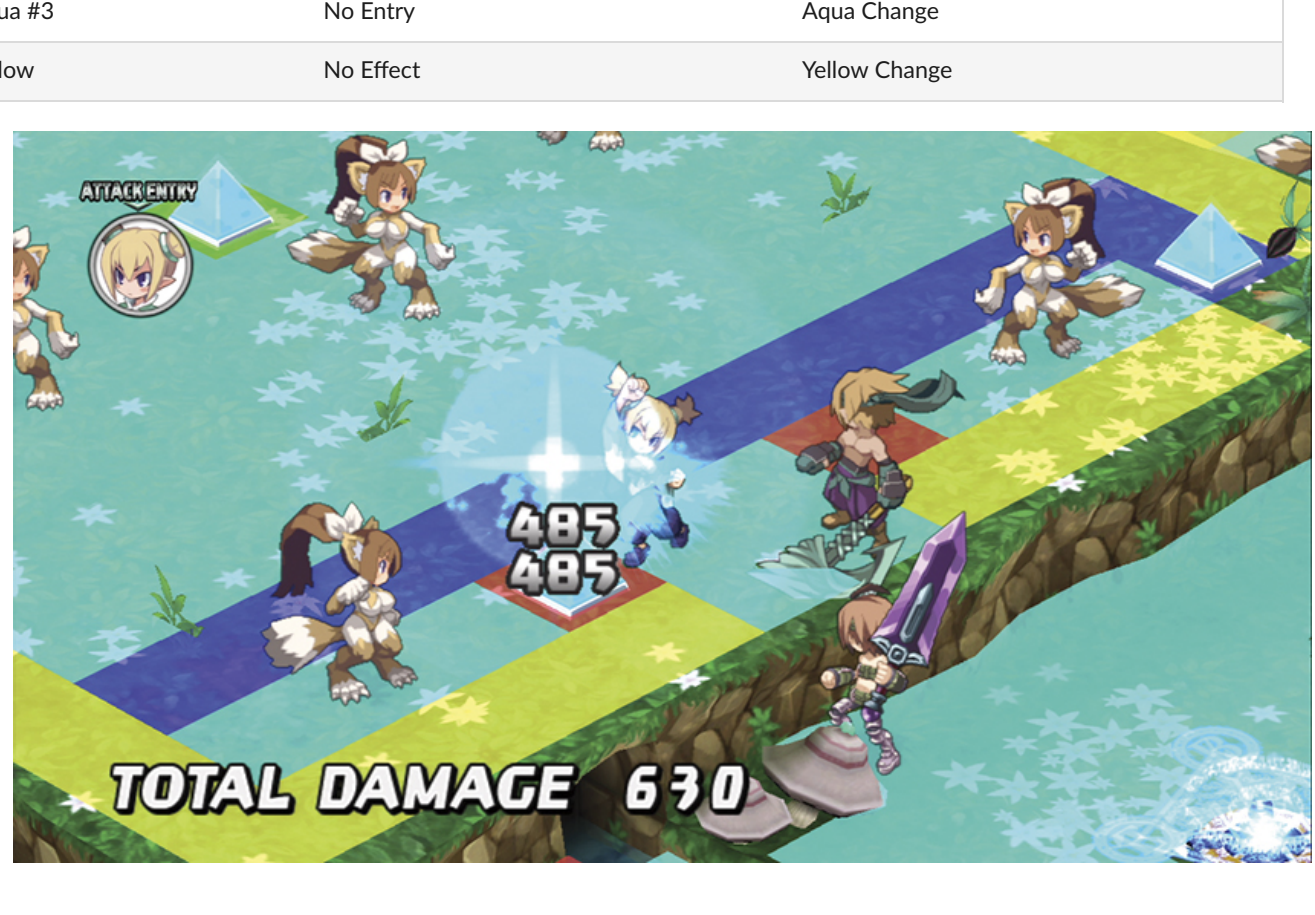
- Station Etna next to Sicily.
- Station Laharl next to Flonne.
- Have Flonne on the field at the start of your second turn.

Squirming Fear



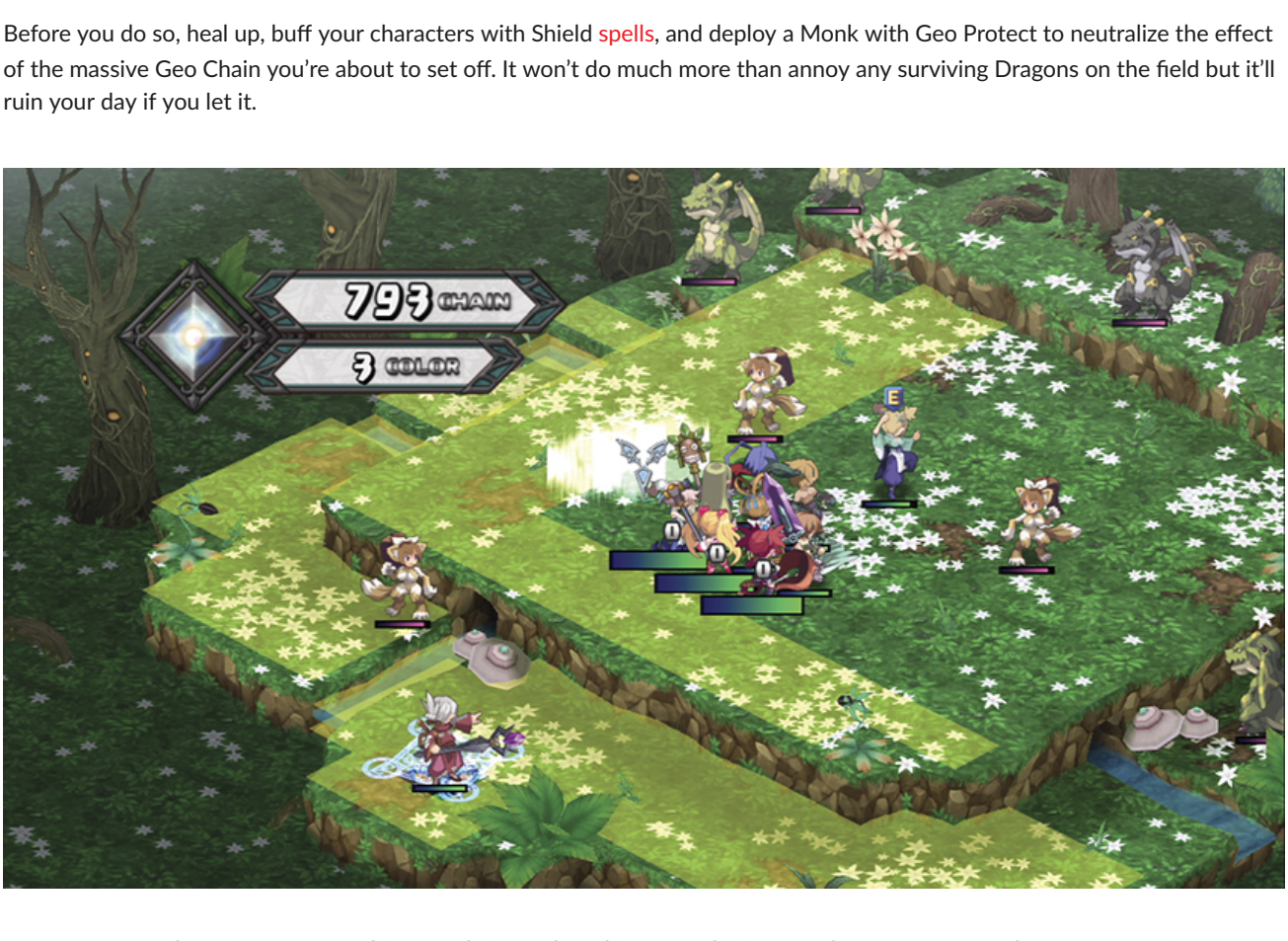
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Tailring	48	9	Enemy on the Brink	Demon Hand	General's Helm	Cat Dance, Cat Punch Rush, Lovely Paw Fist
Nidhogg	50	4	Wind Dominance	Demon Hand	General's Helm	Dragon Hornet, Way of Dragon, Sky High Dragoon
Ahzi Dahaka	52	1	Wind Dominance	Demon Hand	General's Helm, Winged Boots	Dragon Hornet, Way of Dragon, Sky High Dragoon

Geo Symbol	Geo Effect	Destroy
Null #1	Absolute Area	Clear
Null #2	No Ranged	Clear
Aqua #1	No Entry	Aqua Change
Aqua #2	No Entry	Aqua Change
Aqua #3	No Entry	Aqua Change
Yellow	No Effect	Yellow Change



The last match was won or lost on the strength of your ranged firepower. This one's for your melee. The aqua Geo Panels that blanket most of the map feature a No Ranged Effect, which forces you into hand-to-paw combat with the Nekomatas running around the area. Each Geo Symbol you destroy eliminates another No Entry barrier and lets another couple of Nekomatas into the fray. Your goal is to reach and destroy the aqua Geo Symbol in the center of the map, which will let you engage and defeat the various Dragons.

Before you do so, heal up, buff your characters with Shield spells, and deploy a Monk with Geo Protect to neutralize the effect of the massive Geo Chain you're about to set off. It won't do much more than annoy any surviving Dragons on the field but it'll ruin your day if you let it.

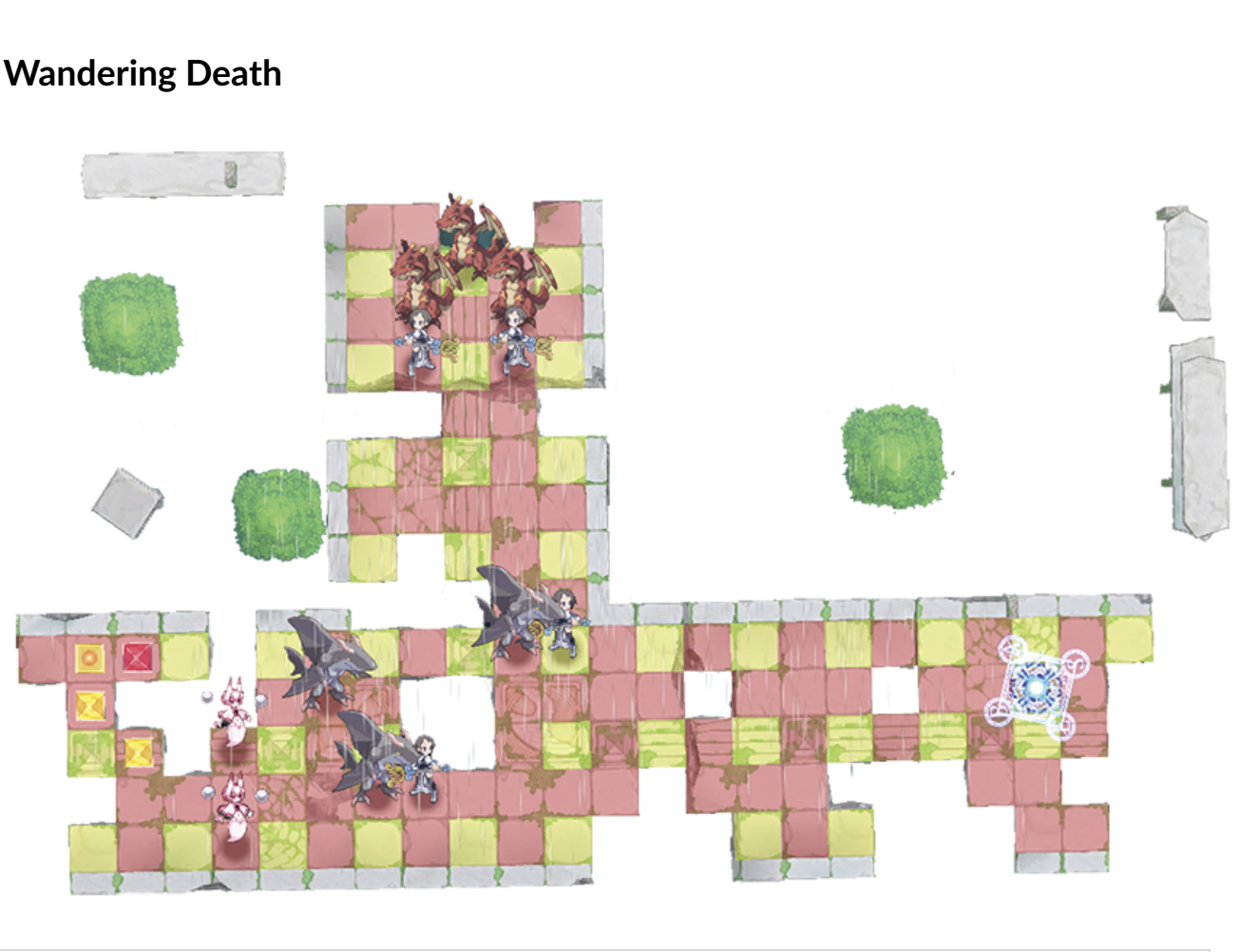


As you are forced to trigger a 1,233-hit Geo Chain to clear this stage, this is a good map to farm for the contents of its Bonus meter.

Map Events

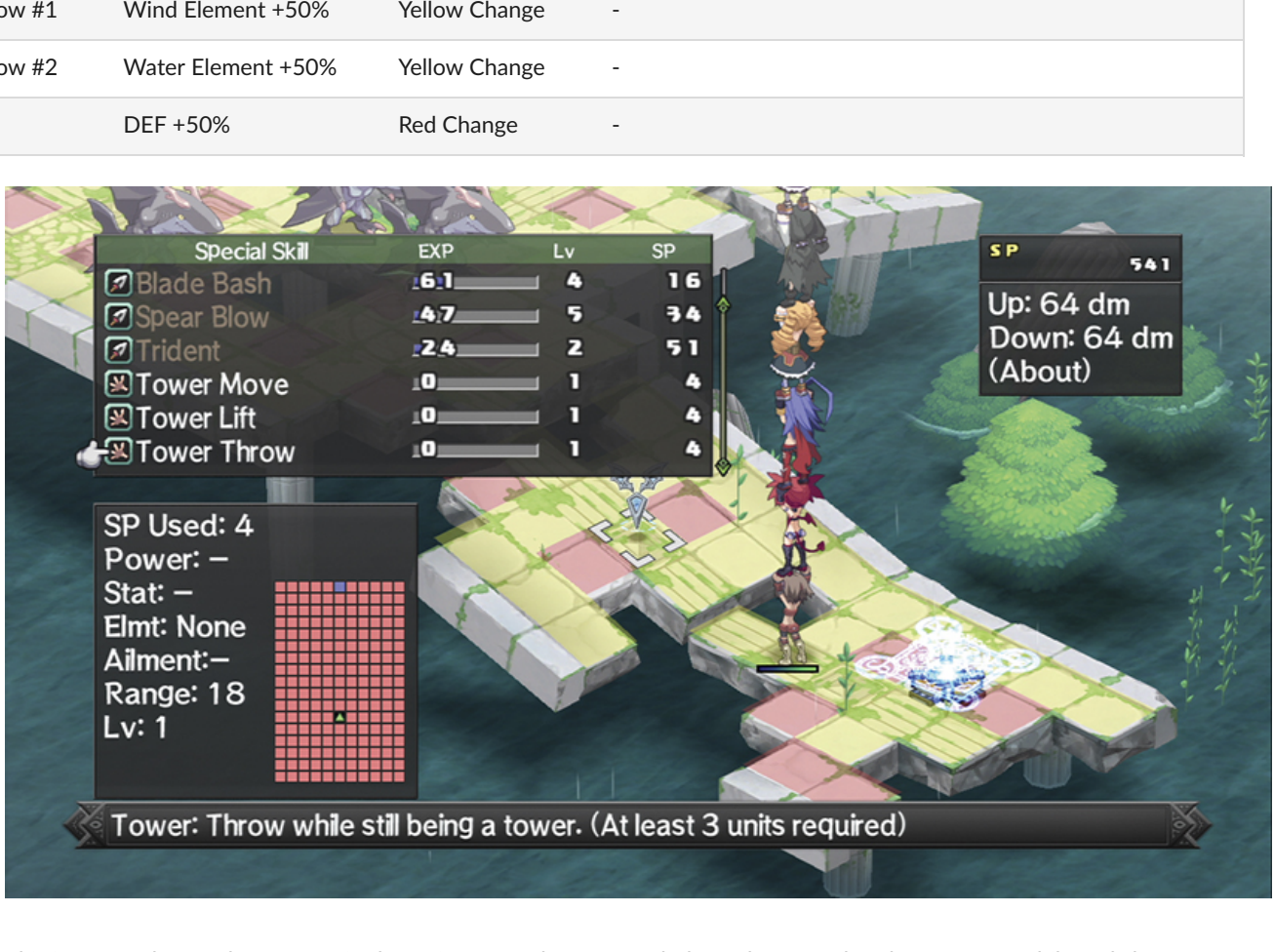
- Station Laharl next to Flonne.
- Station Etna next to Sicily.
- Station Etna next to Flonne.

Wandering Death



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Rune Knight	50	4	Attack Weakness	Mermaid Staff	Happy Cape	Fire Charge, Wind Charge, Ice Charge, Anti-Fire, Anti-Wind, Anti-Ice, Fire, Mega Fire, Giga Fire, Wind, Mega Wind, Giga Wind, Ice, Mega Ice, Giga Ice	All four mount the closest monster on their first turn.
Sea Dragon	54	3	Aqua Depression	Wyvern Wing	Happy Cape	Shark Slider, Lorenzini, Jaws Wave Rider	-
Nidhogg	54	3	Wind Depression	Wyvern Wing	Happy Cape	Dragon Hornet, Way of Dragon, Sky High Dragoon	-
Euterpe	50	2	Lovely Song	Madness Emblem	Happy Cape	Move!, Jump Jump Jump!, Counter Classes, Only Crits!, Water Guillotine, Tentacle, With a Sea Angel!, Ice, Mega Ice, Giga Ice, Shield, Magic Wall	-

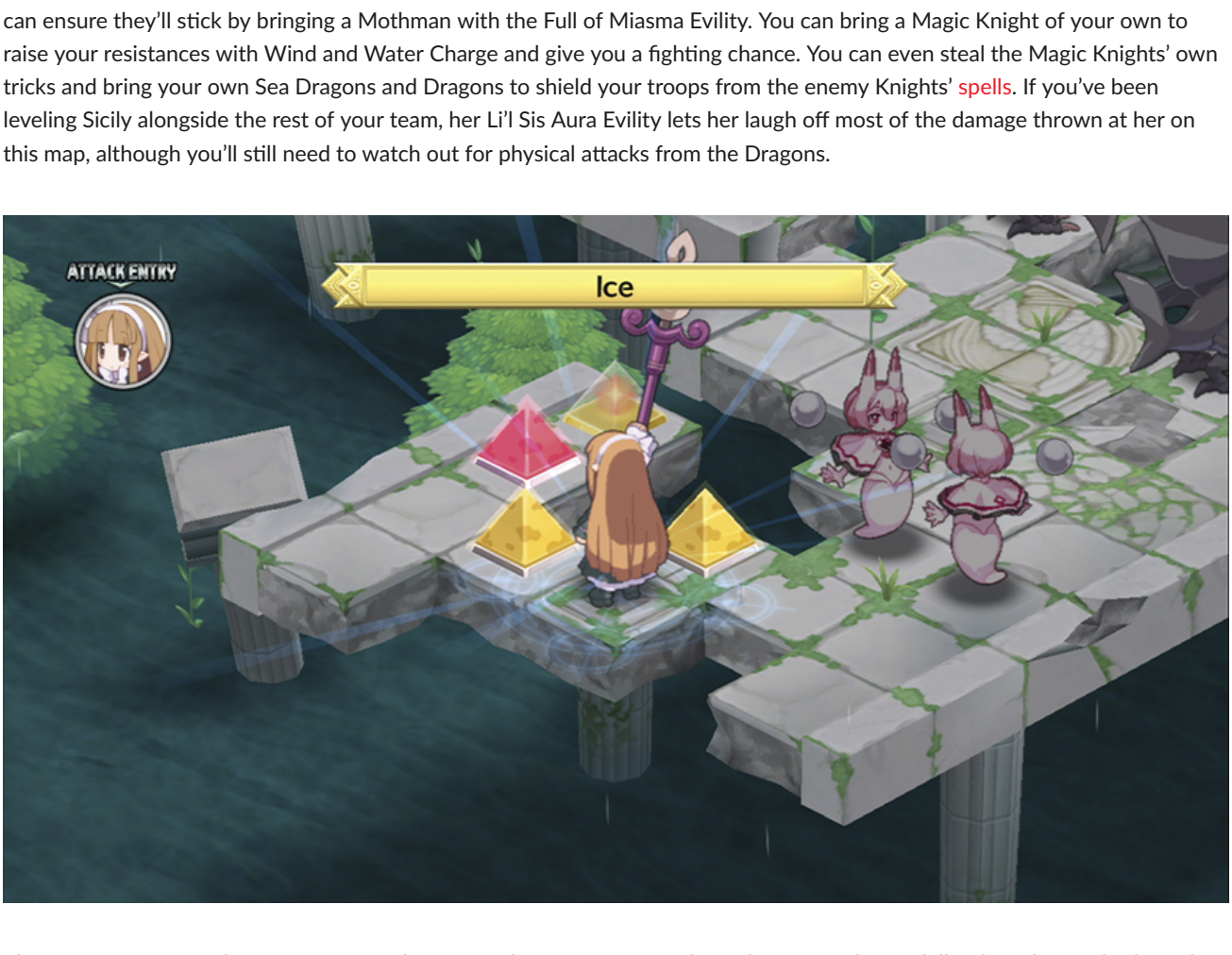
Geo Symbol	Geo Effect	Destroy	Note
Null	Super Encroach	Clear	Mobile; moves back and forth to change the tiles on the floor.
Yellow #1	Wind Element +50%	Yellow Change	-
Yellow #2	Water Element +50%	Yellow Change	-
Red	DEF +50%	Red Change	-



Tower: Throw while still being a tower. (At least 3 units required)

This is one of the toughest stages in the main game. The Geo Symbols on the far end of the map are mobile and change up their location on every turn, which constantly rearranges the Panels via the Encroach effect. Between the Magic Knights' and Dragons' Evilities, the Clios' Lovely Song, and the elemental bonuses on the Geo Panels, they can put out an astonishing amount of damage with Giga Wind and Ice spells. Worse, the Magic Knights use the monsters as mounts, which effectively lets them "hide" behind the monsters' higher DEF scores as multiplied by the DEF +50% Geo Effect.

There are a few ways to proceed from here. Blank Out is worth using, if you've got a Ninja or Shaman on your roster, and you can ensure they'll stick by bringing a Mothman with the Full of Miasma Evility. You can bring a Magic Knight of your own to raise your resistances with Wind and Water Charge and give you a fighting chance. You can even steal the Magic Knights' own tricks and bring your own Sea Dragons and Dragons to shield your troops from the enemy Knights' spells. If you've been leveling Sicily alongside the rest of your team, her Li'l Sis Aura Evility lets her laugh off most of the damage thrown at her on this map, although you'll still need to watch out for physical attacks from the Dragons.



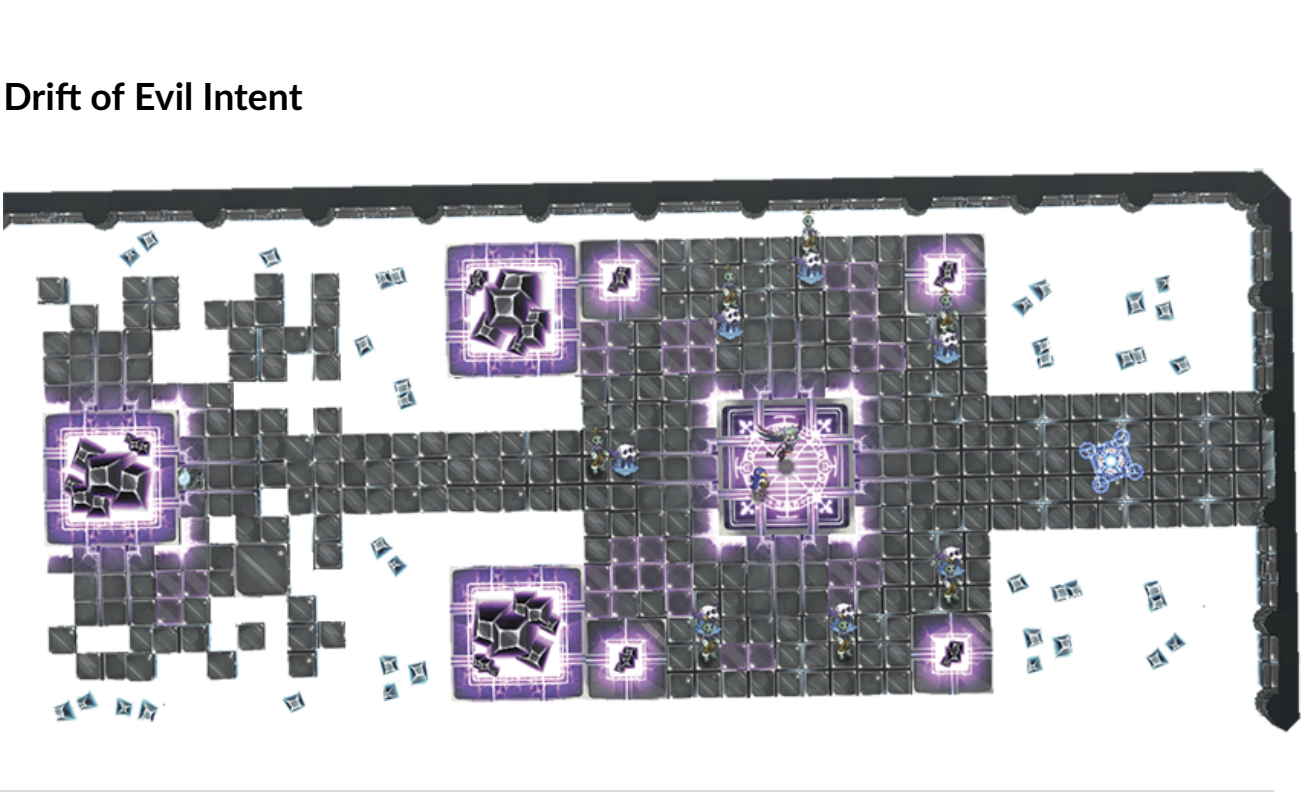
The easiest way to go, however, is to stack up a 10-character tower and use the Tower Throw Skill to launch somebody to the other side of the map. If you set up near the base panel, nine of your characters should be able to drop a 10th right near the Geo Symbols with Tower Throw, although the Clios may complicate this plan depending on where they're standing. If that 10th character has a few decent ranged attacks, such as a Magician's spells or an Archer with a Bow, you can destroy whichever Geo Symbol has landed on a Geo Panel of the opposite color. Its destruction will cause a Geo Chain that clears all the Panels on the stage.

That doesn't do anything about the enemy units' Evilities, but it cuts both their damage potential and damage resistance. If you keep your fighters buffed with Magic Wall and the elemental Charge spells, that makes it much easier to survive this map. You'll want to eliminate the Clios early on because although they probably won't take any hostile actions (and in fact appear perfectly content to stand there casting Shield and Braveheart on each other all day), they're still buffing their allies with Lovely Song.

Map Events

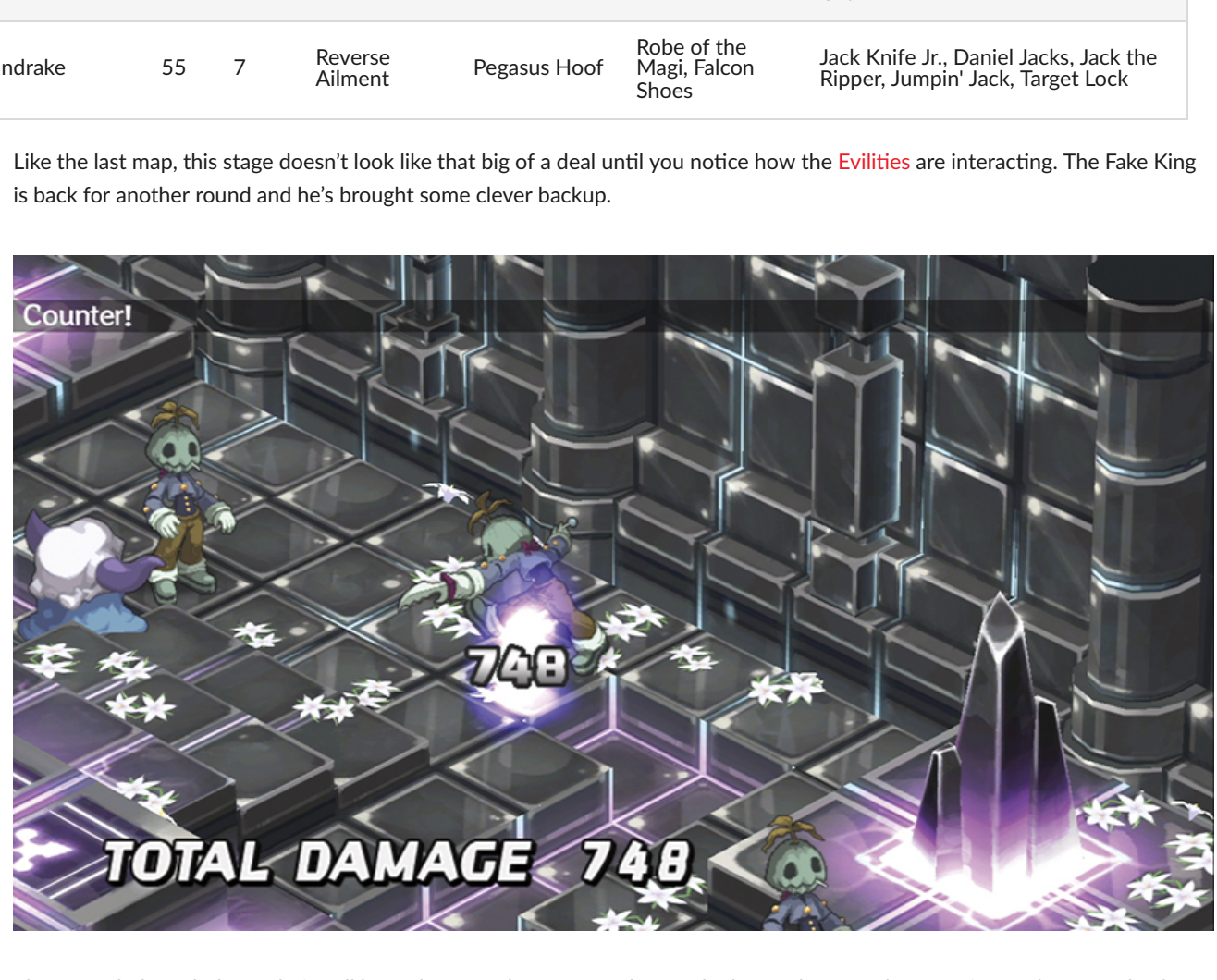
- Have Flonne on the field at the start of the second turn.
- Station Flonne next to Laharl.
- Station Etna next to Sicily.

Drift of Evil Intent



Class	Lv	Qty	Evility	Weapon	Armor	Skills
New King Krichevskoy	99	1	Explosive Body	-	-	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Code Prinny, Bomber Dood, Speed Boost
Lilim	55	1	Shame	Dark Knight Emblem	Robe of the Magi, Pravda Pendant	Diving Heart, Pink Illusion, Judgment Rendezvous, Fire, Mega Fire, Giga Fire, Heal, Mega Heal, Giga Heal, Charm
Mandrake	55	7	Reverse Ailment	Pegasus Hoof	Robe of the Magi, Falcon Shoes	Jack Knife Jr., Daniel Jacks, Jack the Ripper, Jumpin' Jack, Target Lock

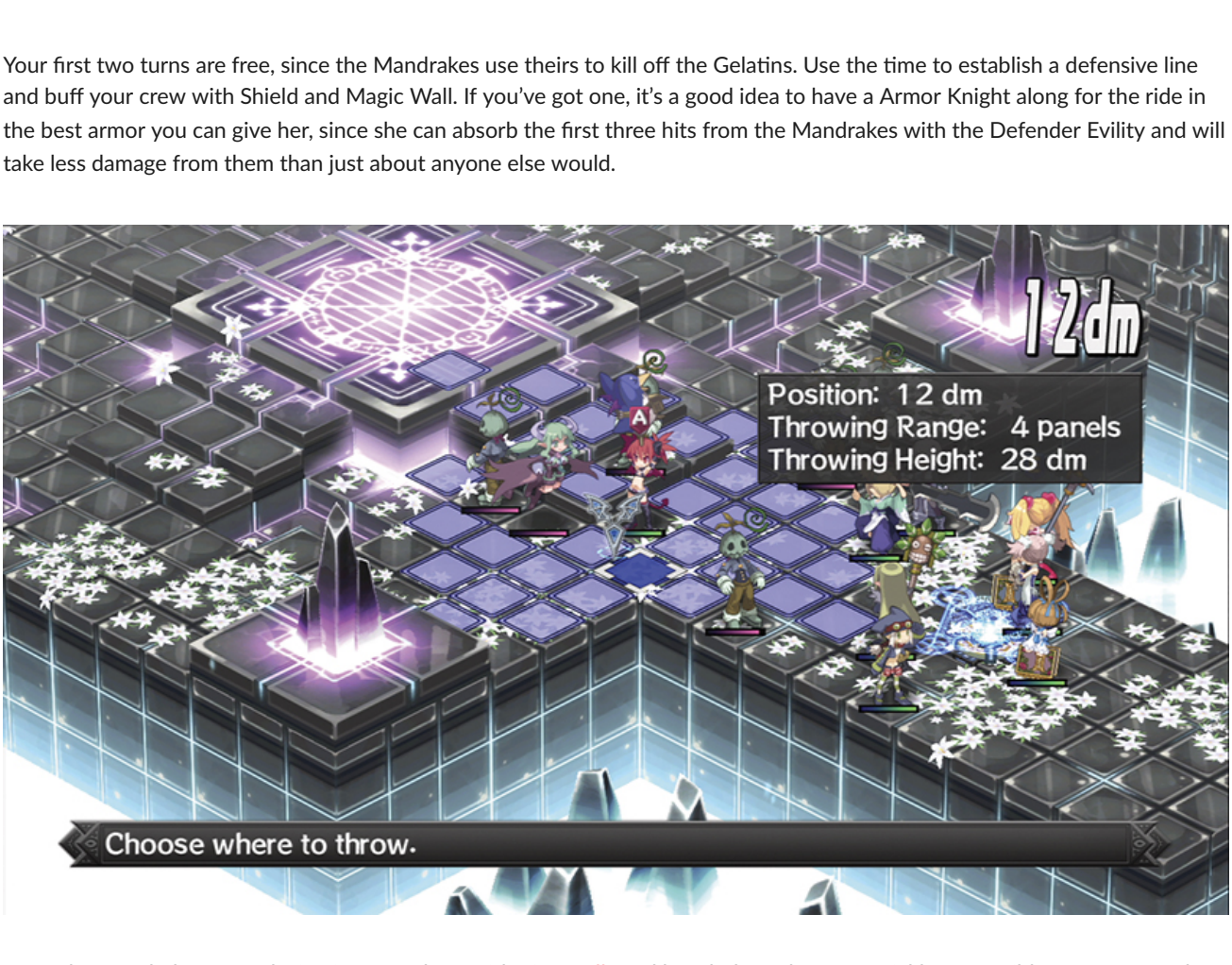
Like the last map, this stage doesn't look like that big of a deal until you notice how the Evilities are interacting. The Fake King is back for another round and he's brought some clever backup.



The neutral-aligned Blue Gelatins all have the Forced Counter Evility stacked onto their usual Corrupting Body, so on the first enemy turn, they'll all get Counterattacked to death by the nearby Mandrakes. That, in turn, reverses the effect of the Gelatins' deprave ailment, so you end up having to deal with seven Mandrakes that all have a +30% stat buff.

At the same time, the Lilim's Evility, Shame, gives her a +40% stat buff for the Mandrakes and the False King, and it'll go up by 5% for every male unit you deploy.

Your first two turns are free, since the Mandrakes use theirs to kill off the Gelatins. Use the time to establish a defensive line and buff your crew with Shield and Magic Wall. If you've got one, it's a good idea to have a Armor Knight along for the ride in the best armor you can give her, since she can absorb the first three hits from the Mandrakes with the Defender Evility and will take less damage from them than just about anyone else would.



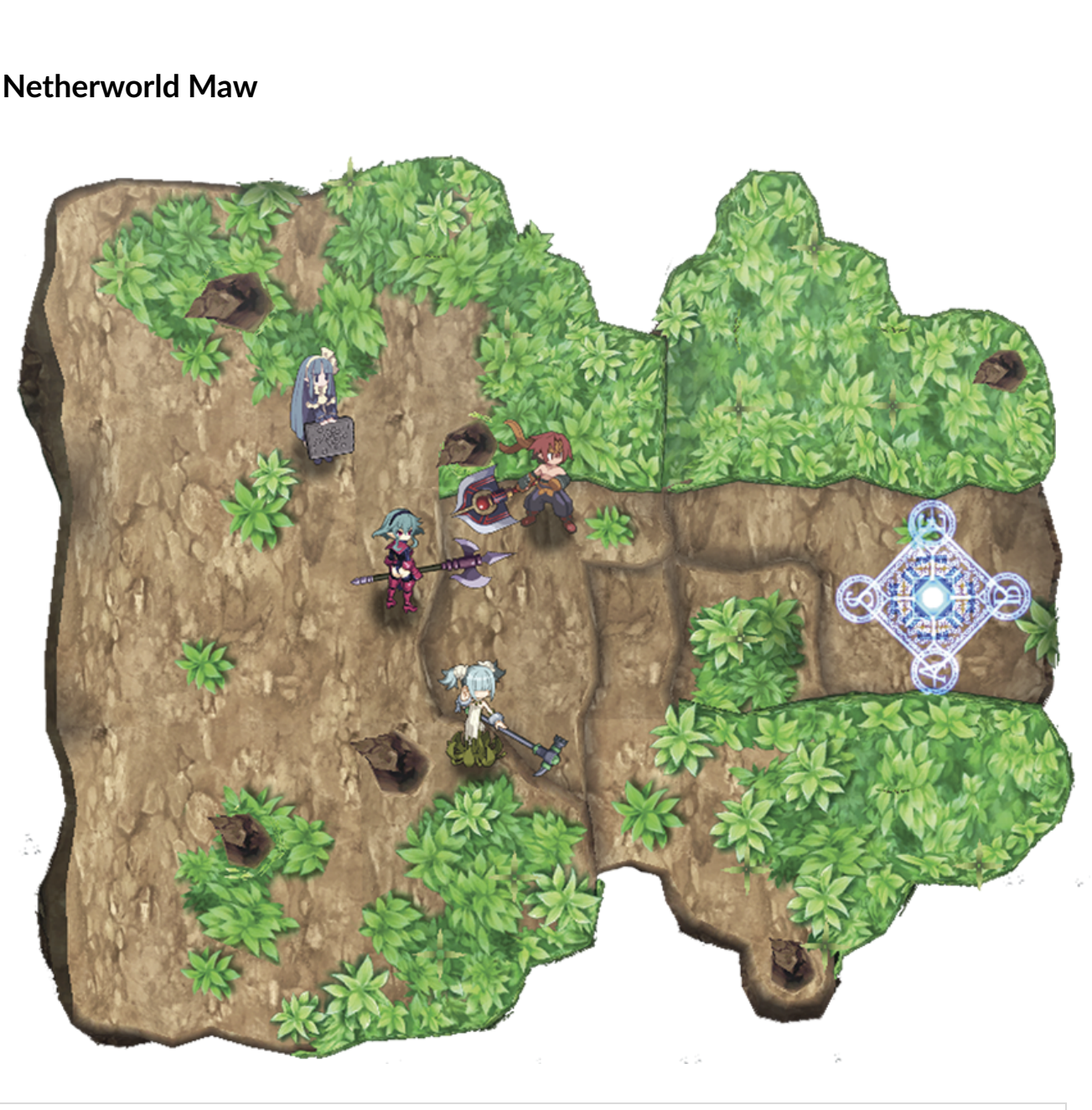
Choose where to throw.

Once the Mandrakes start closing in, toast them with Fire spells and knock them down as quickly as possible. You can use the Fake King to dispose of a couple of them, just like the last time he showed up; he hasn't gained or lost any levels and he's still a Prinny, so he's a grenade waiting to happen. As you take out Mandrakes, the Lilim should gradually get less threatening until she's easily defeated.

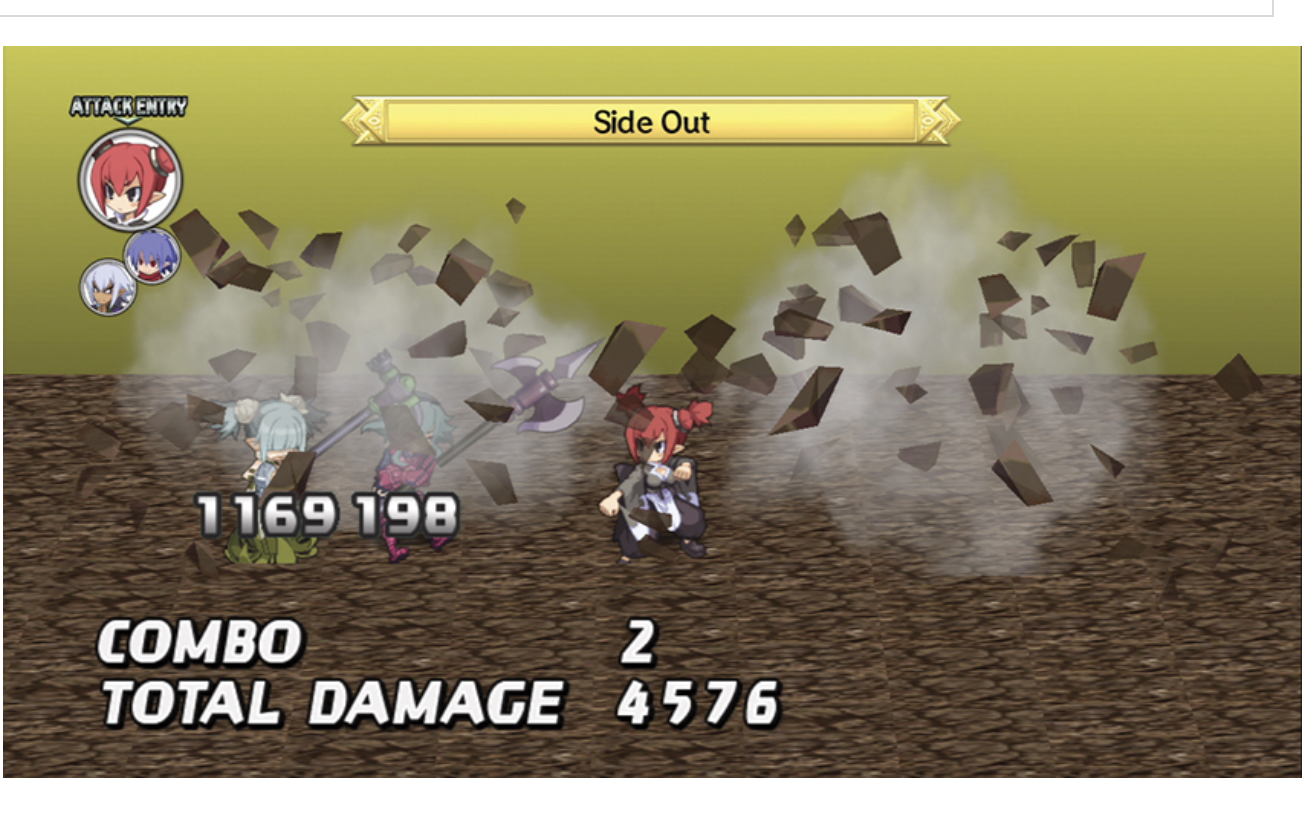
Map Events

- Station Etna next to Laharl.
- Station Sicily next to Flonne.
- Have Laharl on the field at the start of your fourth turn.

Netherworld Maw



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Barbara	58	1	Passiveness, Defensive Stance	Ziegfried	Robe of the Magi, Bloody Orb, Sophia's Mirror	Order: Prediction, Order: Chaos Dance, Impaler Drop, Blade Bash, Spear Blow, Trident	-
Destroyer	58	1	Shaking Excitement	Sedona Axe	Robe of the Magi, Ace Muscle	Boulder Crush, Helmet Crush, Super Back Spin, Axe Wheel WMD	-
Martyr	58	1	Light Protection	Solid Impact	Robe of the Magi, Astral Orb	Mega Star, Heal, Mega Heal, Giga Heal, Omega Heal, Espoir, Shield, Magic Wall, Enfeeble, Mind Break	-
Blue Mage	58	1	Lights of Life	Sephirot	Robe of the Magi, Opera Glasses	541 Degrees of Evil, Gone with the Cotton, Sea Horse Charge, Baskervilles, Nether News, Star, Mega Star	-
Heavy Knight	58	1	Defender	Ziegfried	Robe of the Magi, Devil Ring	Impaler Drop, Blade Bash, Spear Blow, Trident	Replaces Barbara on a second visit to this stage.

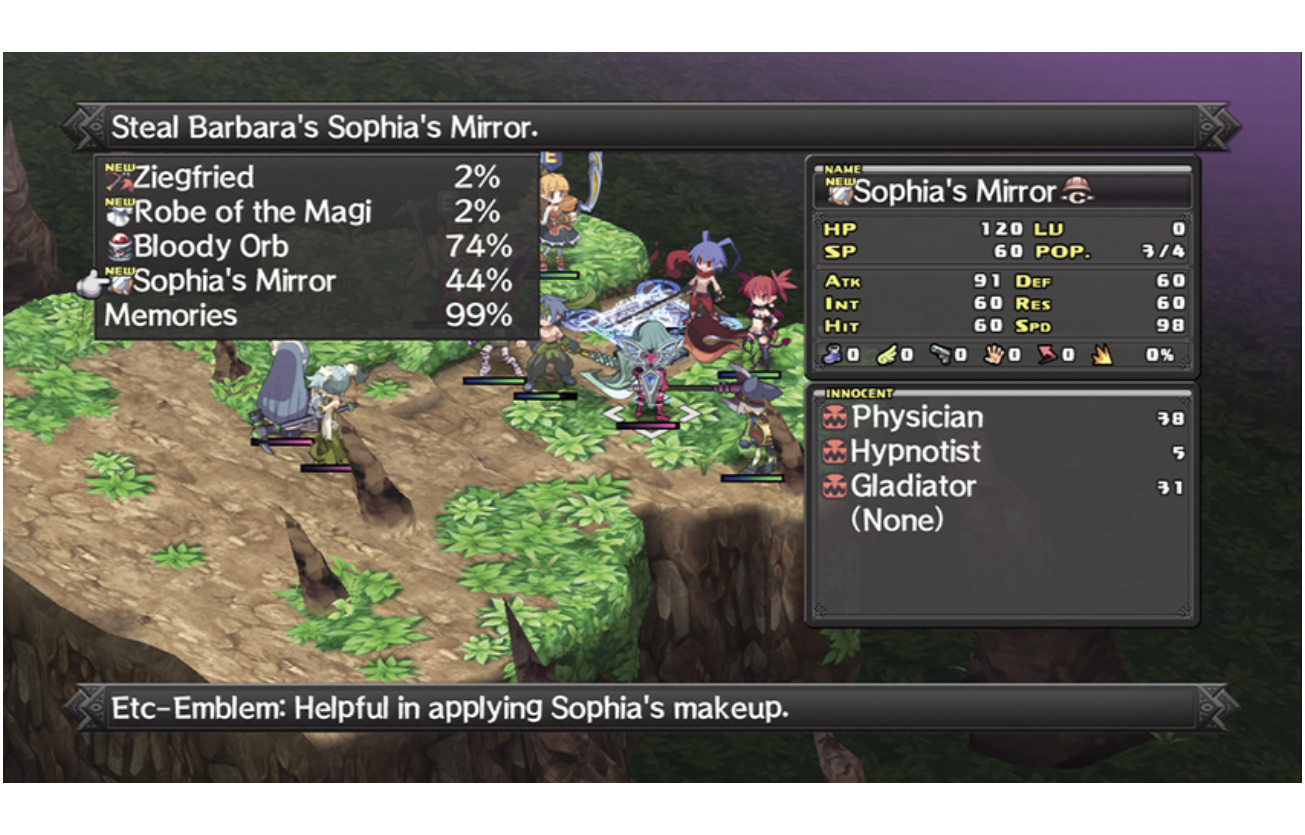


Barbara's back and she's developed a second Evility. Unfortunately, it's Defensive Stance. We've seen this before on the Heavy Knights at the start of this Episode, but in conjunction with her Passiveness Evility, it means Barbara now has a theoretically infinite number of Counterattacks. She's brought some well-armed backup, particularly the Blue Mage with her advanced Book skills, but Barbara can wipe the floor with your team single-handedly and she can do it on your turn. Her Ziegfried also has a chance to Poison anyone she hits.

ATTACK ENTRY
Critical!
1681
COMBO 2
TOTAL DAMAGE 5663

Take out the other characters first before you focus on Barbara. A combo attack from melee range would ordinarily be the way to go here, but it's unlikely that anyone who participates in one of those will survive the experience. Your only real option is to back away, swipe as many of her accessories as your Thief can reach, and hit her from a distance until she drops. She can still do significant damage with her Order skills, but Barbara's not as dangerous if she isn't countering your moves. Remember that she's got a Spear, so she can Counterattack from up to two panels away.

Defeating Barbara unlocks the Angel Finder Trophy.


Steal Barbara's Sophia's Mirror.

Etc-Emblem: Helpful in applying Sophia's makeup.

If you come back to this stage in the future, Barbara's gone and has been replaced by a Heavy Knight with similar gear. You can use a Thief to farm her and the other enemy units for Devil Rings and Robes of the Magi as you go into the final Episode.

Map Events

- Barbara attacks any of your units.
- Attack Barbara with Laharl.
- Attack Barbara with Flonne.

Finale: The Eternal Netherworld

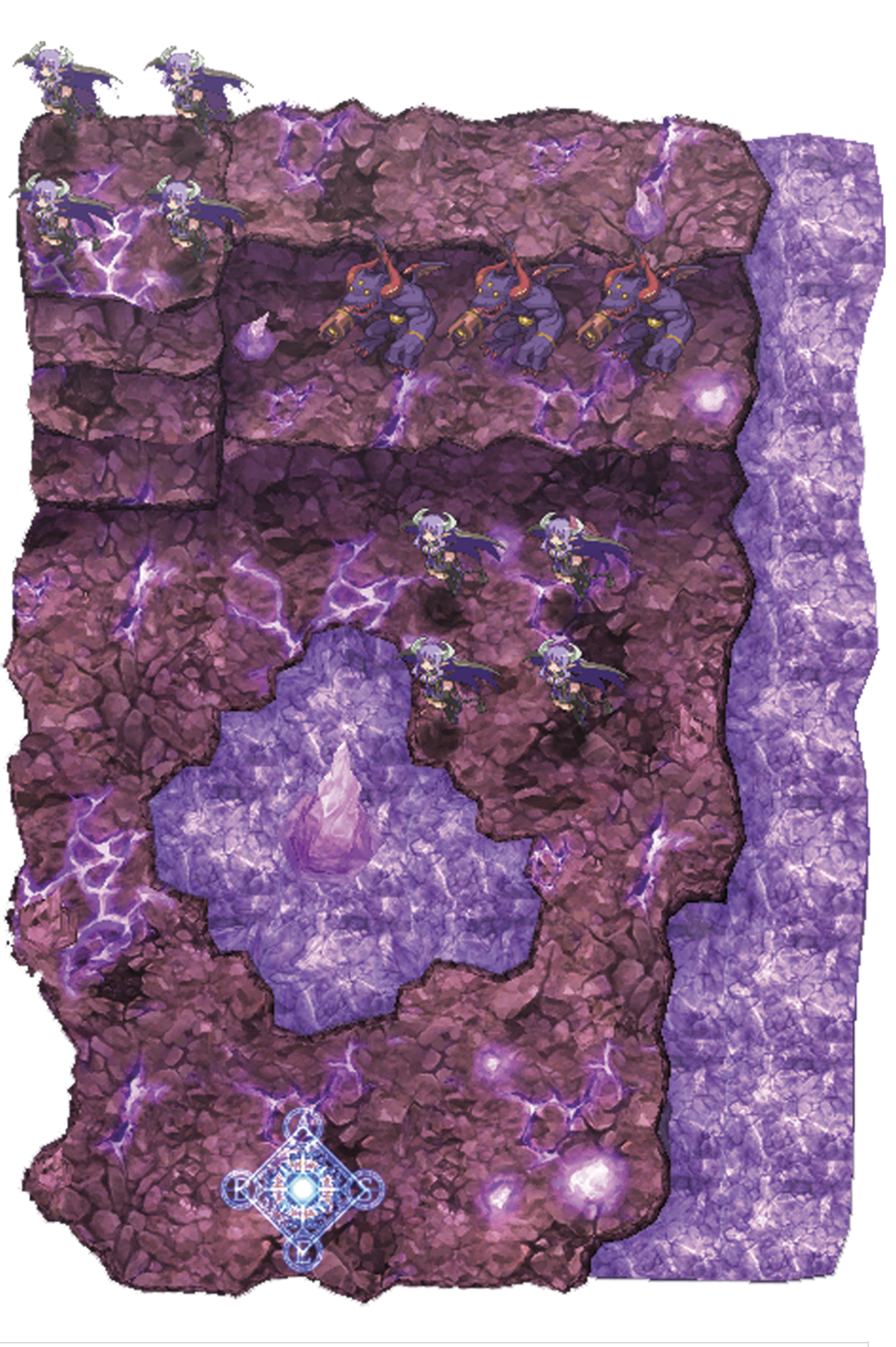
Next time on Disgaea D2: A Brighter Darkness, Final Episode: The Eternal Netherworld! Thanks for being there for me, everyone!

Defeating Barbara gets her to join your party for the duration of the last Episode. She joins up at level 50, with a Ziegfried, a Duralumin Shield, a General's Helm, and a Robe of the Magi. Her presence in the castle also unlocks the Armor Knight class for character creation if it wasn't already available.

Barbara is slow, but has a high Counter rate and comes with a broad assortment of Sword, Axe, and Spear skills. You can use her as an effective meat shield or, if you give her a couple of Movement-boosting accessories, as a front-line damage dealer.

The Cheat Shop's minimum multiplier drops to 0% in this episode, and its maximum becomes 150%. You can find two of this Episode's treasure chests on Laharl's throne and in his bedroom. The third is perched on top of the fence near Meaver, and you'll have to pass the Double Jump bill in the Dark Assembly in order to reach it.

Ever Shifting Lands



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Carmilla	54	8	Punishment	Dark Emblem	Robe of the Magi	Diving Heart, Pink Illusion, Judgment Rendezvous, Fire, Mega Fire, Giga Fire, Heal, Mega Heal, Giga Heal, Charm
Verchiel	60	3	Power Shot	Wyvern Wing	Metal Jacket, Falcon Shoes	Ignition, Bastard Black, Space Galaxy Kick

It's no use, Flonne. These are just big chunks of magic that took the shape of demons.

Accuracy
Change
Daisy 99%
Belladonna 99%
12dm
Moveable
Siobhan
LV 90
HP 3449
SP 422
Daisy
LV 54
HP 1377
SP 589

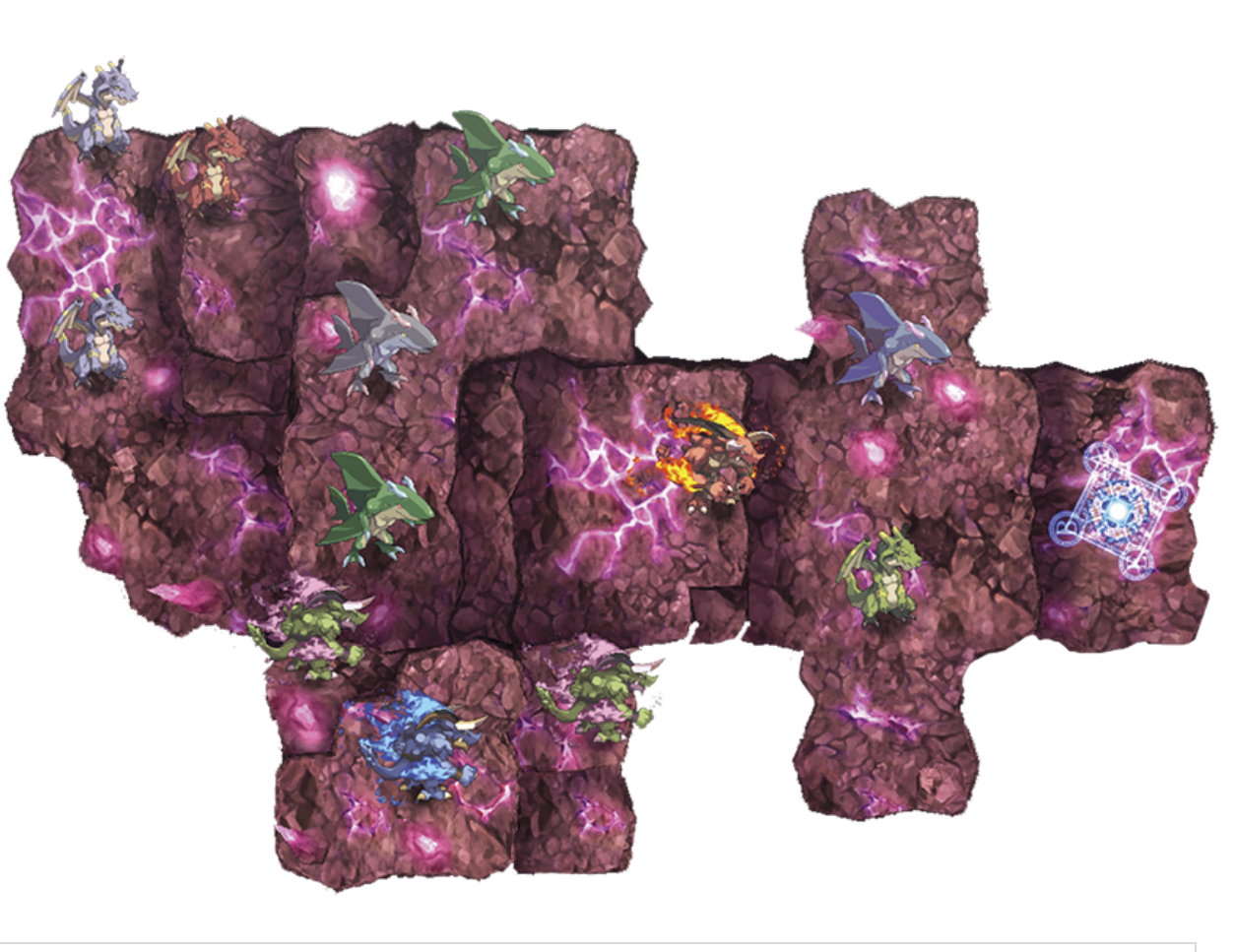
The eight Succubi all have the Punishment Evility, so don't field male units against them. You should also avoid stationing your characters right next to each other, since the Succubi are just far enough away that you won't be able to make much of a dent in them before they start throwing Fire spells at your front line. They're glass cannons once you get hold of them, but they're still cannons.

Speaking of which, the Rifle Demons all have the Power Shot Evility and will destroy any lightly armored characters they can reach. You'll want to watch your positioning.

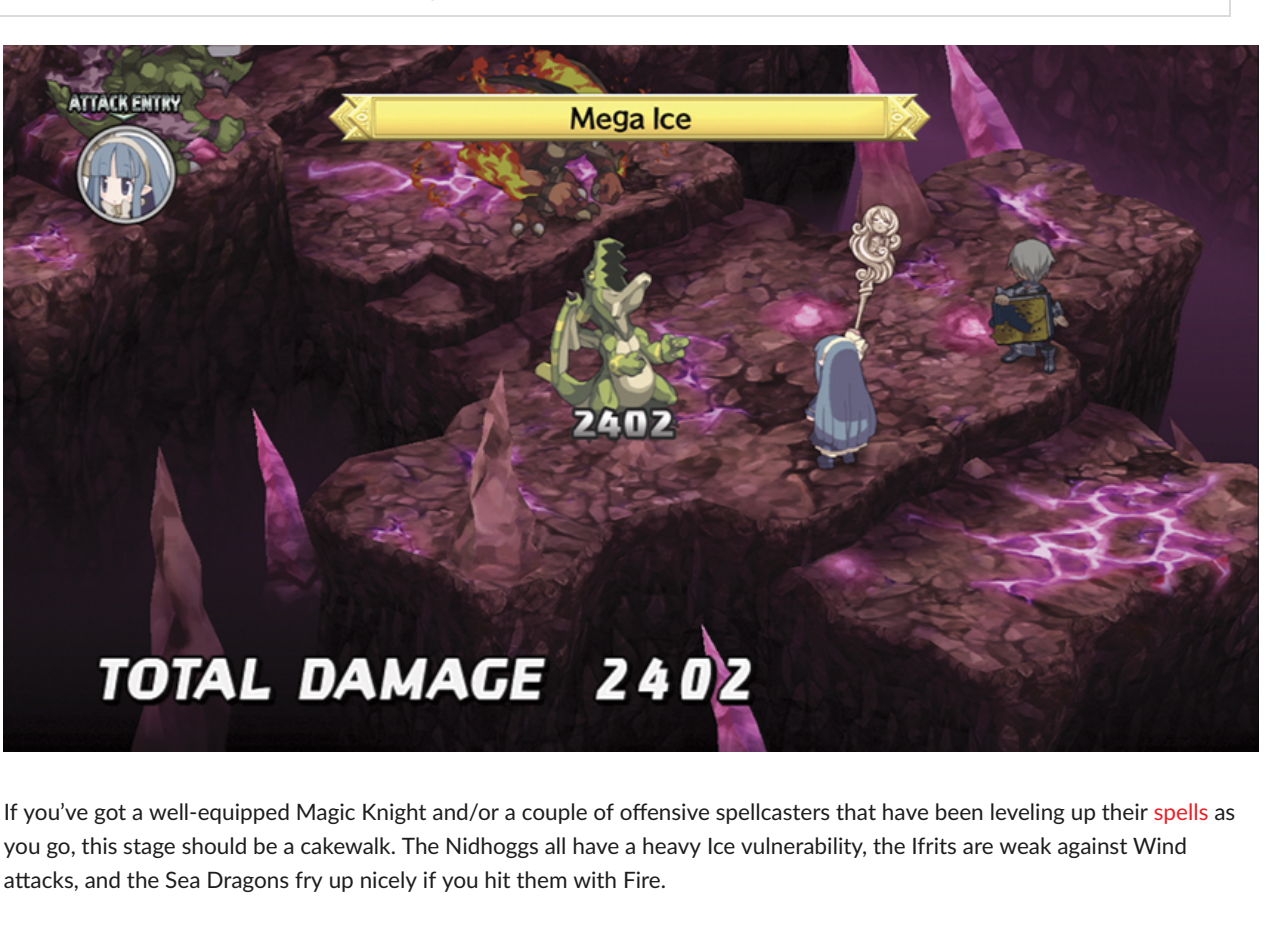
Map Events

- Station Etna next to Sicily.
- Station Etna next to Flonne.
- Station Laharl next to Sicily.

Ruthless Cave



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Nidhogg	58	4	Green: Wind Dominance, Orange: Wind Depression, Aqua: Air Charge	Demon Claw	Metal Jacket, Falcon Shoes	Dragon Hornet, Way of Dragon, Sky High Dragoon	The foremost Nidhogg isn't wearing Falcon Shoes.
Ifrit	58	4	Red: Fire Dominance, Blue: Heat Depression, Green: Flame Charge	Demon Claw	Metal Jacket, Falcon Shoes	Burning Grapple, Hydro Drake, Fire Moon Drop Shot	The foremost Ifrit isn't wearing Falcon Shoes.
Sea Dragon	58	4	Blue: Water Dominance, Green: Aqua Depression, Green: Cold Charge	Demon Claw	Metal Jacket, Falcon Shoes	Shark Slider, Lorenzini, Shark Whirlpool, Jaws Wave Rider	The foremost Sea Dragon isn't wearing Falcon Shoes.

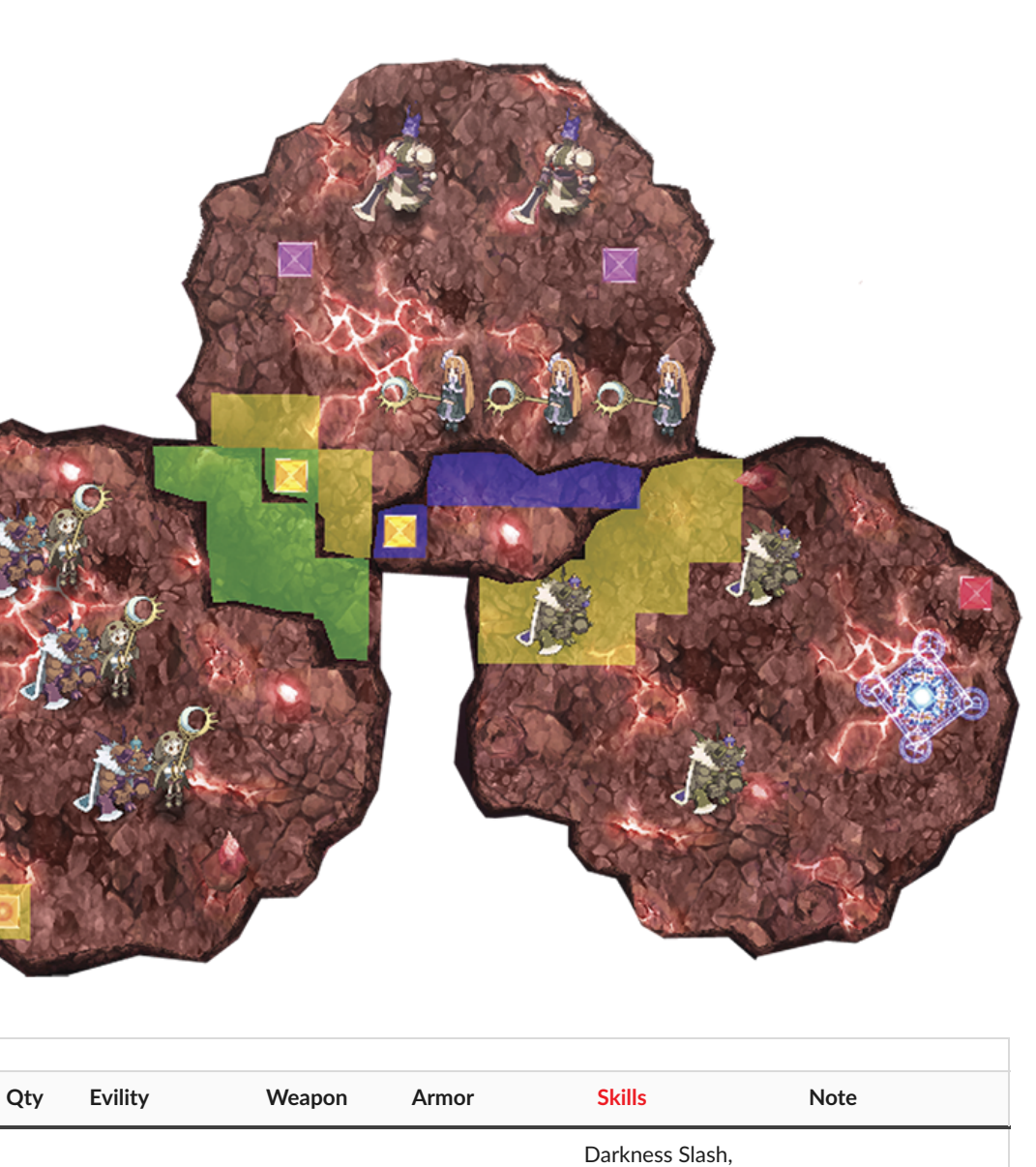


If you've got a well-equipped Magic Knight and/or a couple of offensive spellcasters that have been leveling up their spells as you go, this stage should be a cakewalk. The Nidhoggs all have a heavy Ice vulnerability, the Ifrits are weak against Wind attacks, and the Sea Dragons fry up nicely if you hit them with Fire.

Map Events

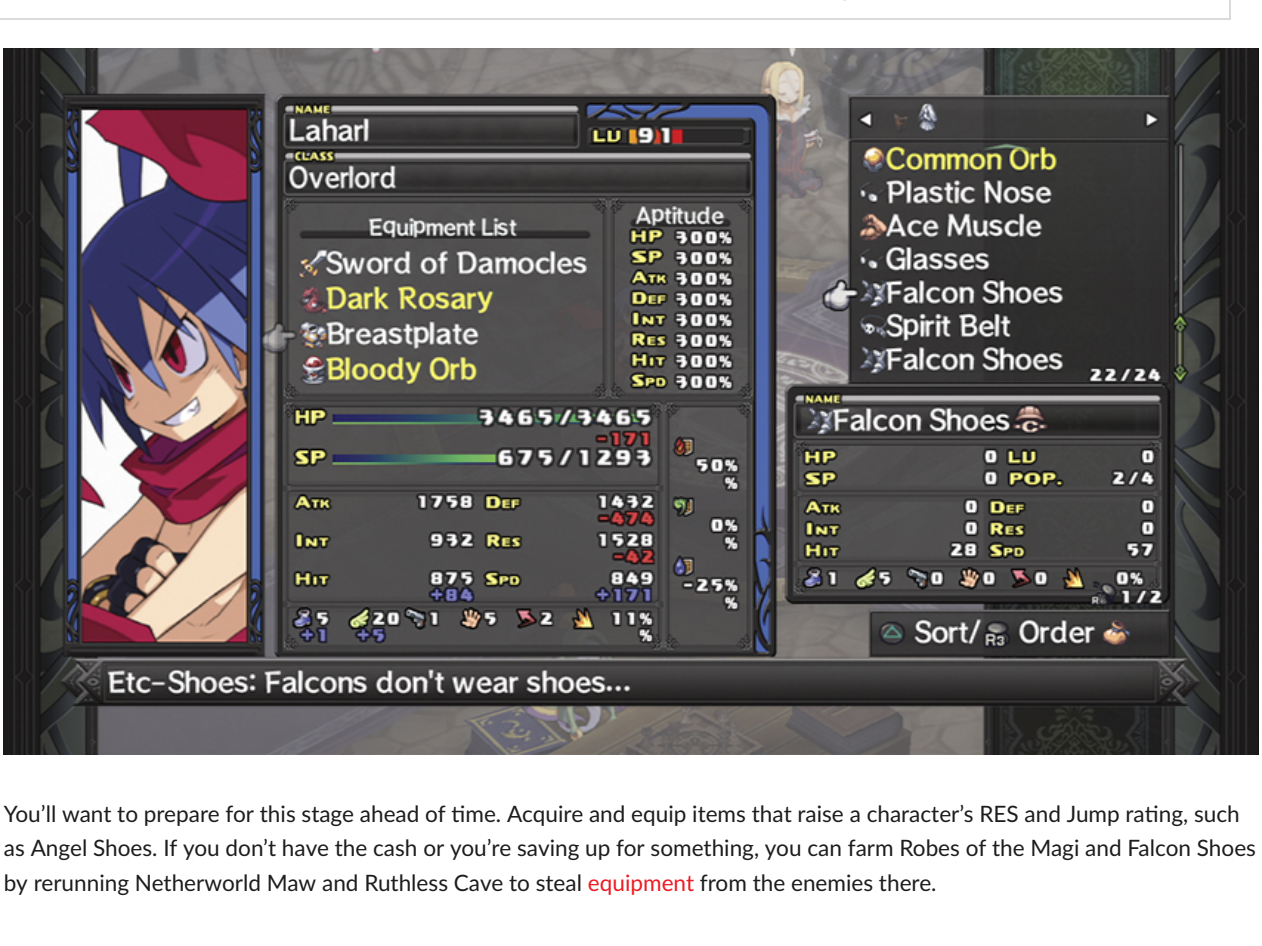
- Station Laharl next to Etna.
- Station Laharl next to Flonne.
- Make sure Etna's in play at the start of your second turn.

Netherworld's Crust



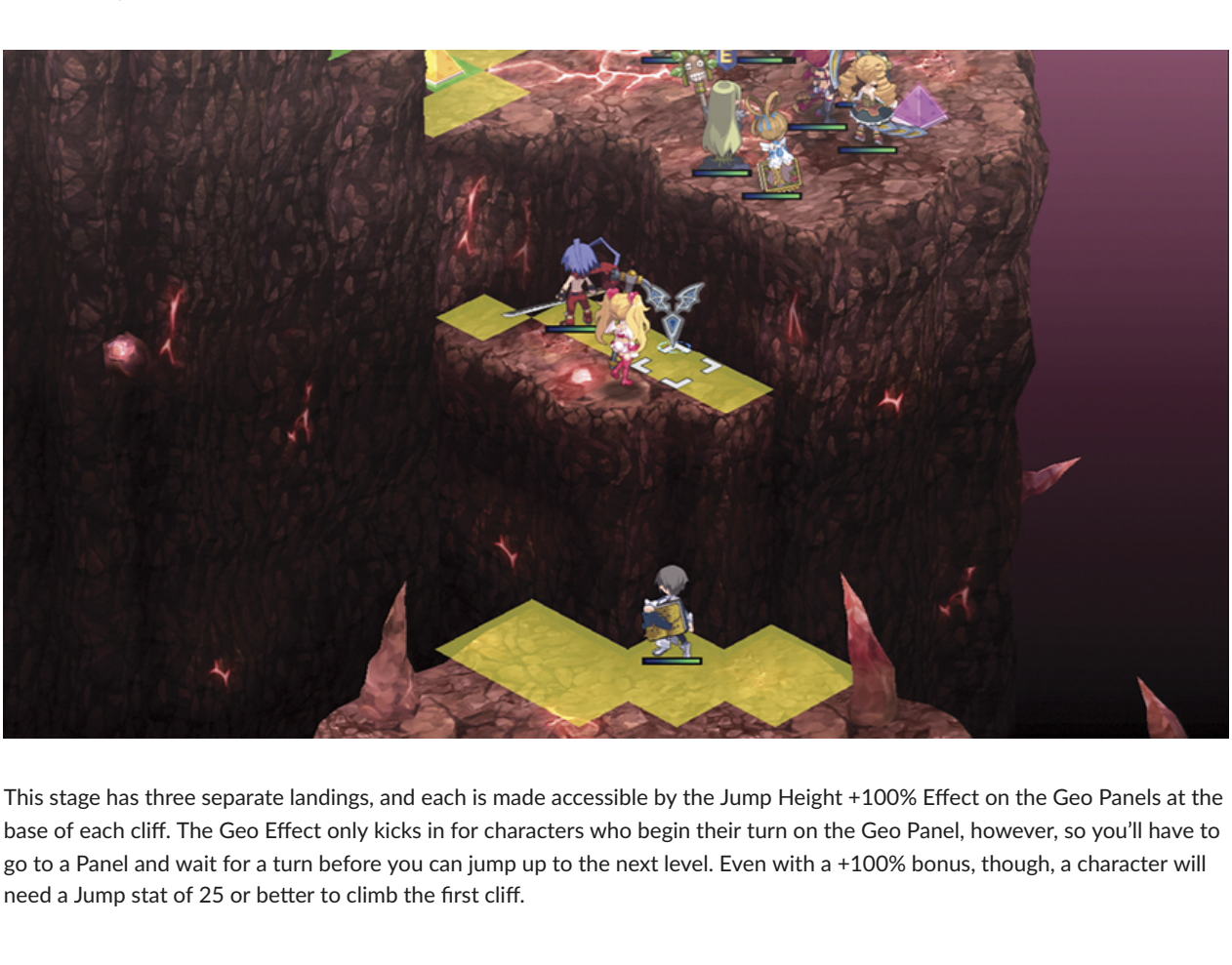
Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Humbaba	58	3	Boar Charge	Pegasus Hoof	Metal Jacket	Darkness Slash, Spinning Wind Blast, Twilight Bomber	-
Star Mage	58	3	Magic Moderation	Eclipse Wand	Robe of the Magi	Star, Mega Star, Giga Star, Omega Star	-
Avenger	60	2	Flames of Revenge	Pegasus Hoof	Metal Jacket	Lightning God Slash, Gigantic, X-Slash	
Star Skull	58	3	Magic Bundle	Eclipse Wand	Robe of the Magi	Star, Mega Star, Giga Star, Omega Star	Mount the Humbabas behind them on their first action.
Humbaba	60	3	Great Wall	Pegasus Hoof	Metal Jacket, Duralumin Shield	Darkness Slash, Spinning Wind Blast, Twilight Bomber	-

Geo Symbol	Geo Effect	Destroy	Note
Null #1	Jumping Power +50%	Clear	-
Null #2	Jumping Power +50%	Clear	-
Yellow #1	No Entry	Yellow Change	-
Yellow #2	No Entry	Yellow Change	-
Purple	Jumping Power +50%	Purple Change	-
Red	Ally Damage 20%	Red Change	-
Null #3	Jumping Power +50%	Clear	-
Purple #2	Jumping Power +50%	Purple Change	-
Yellow #3	Movement +1	Yellow Change	-



Sword of Damocles
Dark Rosary
Breastplate
Bloody Orb
Etc-Shoes: Falcons don't wear shoes...

You'll want to prepare for this stage ahead of time. Acquire and equip items that raise a character's RES and Jump rating, such as Angel Shoes. If you don't have the cash or you're saving up for something, you can farm Robes of the Magi and Falcon Shoes by rerunning Netherworld Maw and Ruthless Cave to steal equipment from the enemies there.



This stage has three separate landings, and each is made accessible by the Jump Height +100% Effect on the Geo Panels at the base of each cliff. The Geo Effect only kicks in for characters who begin their turn on the Geo Panel, however, so you'll have to go to a Panel and wait for a turn before you can jump up to the next level. Even with a +100% bonus, though, a character will need a Jump stat of 25 or better to climb the first cliff.

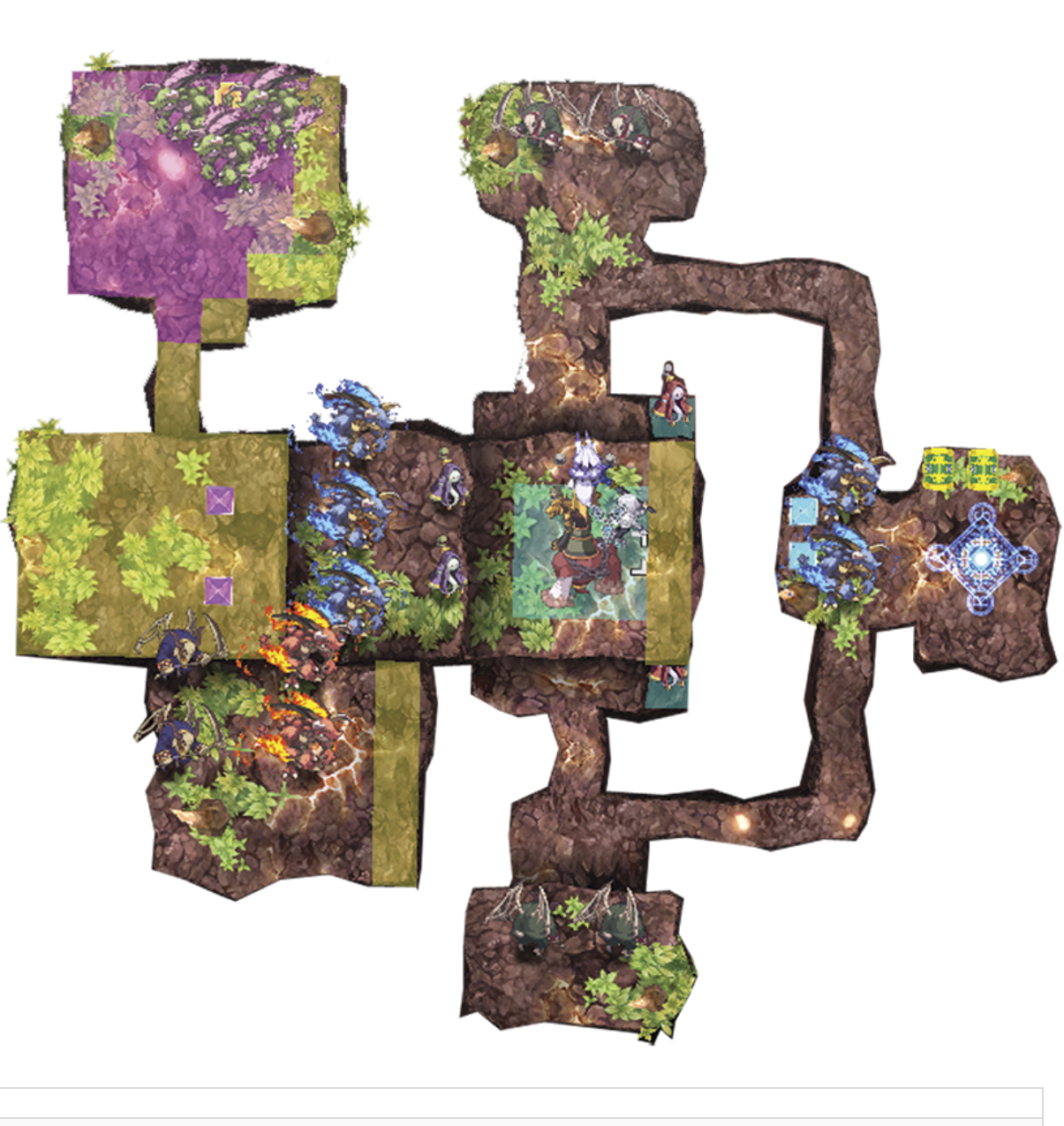
Dispatch the trio of Beasts near your starting point, then take a couple of turns to position your active units at the base of the cliff. Send one up to disable the No Entry Symbol, then use two or three others to disable the Star Mages that are waiting above you. If you've got anyone within their range on the next enemy turn, they'll bombard that unit with Mega Star spells and probably kill it. It's easier if you take them out preemptively, then deal with the two Avengers behind them.

By throwing the two purple Geo Symbols onto the yellow Panels, you add an extra 100% to the Jump bonus from the Geo Panels. This lets you use any characters you want for the rest of the map, but whoever it is should have a high RES score. The three Humbabas on the final platform have the Great Wall Evility, which makes them damage sponges, and while you're grinding them down, the Star Skulls riding on their backs are trying to disintegrate you. Anyone without decent magic resistance is going to end up sucking dirt.

Map Events

- Deploy Sicily.
- Have Laharl attack any enemy unit.
- Have Flonne on the field at the start of your second turn.

Zygote of Pain



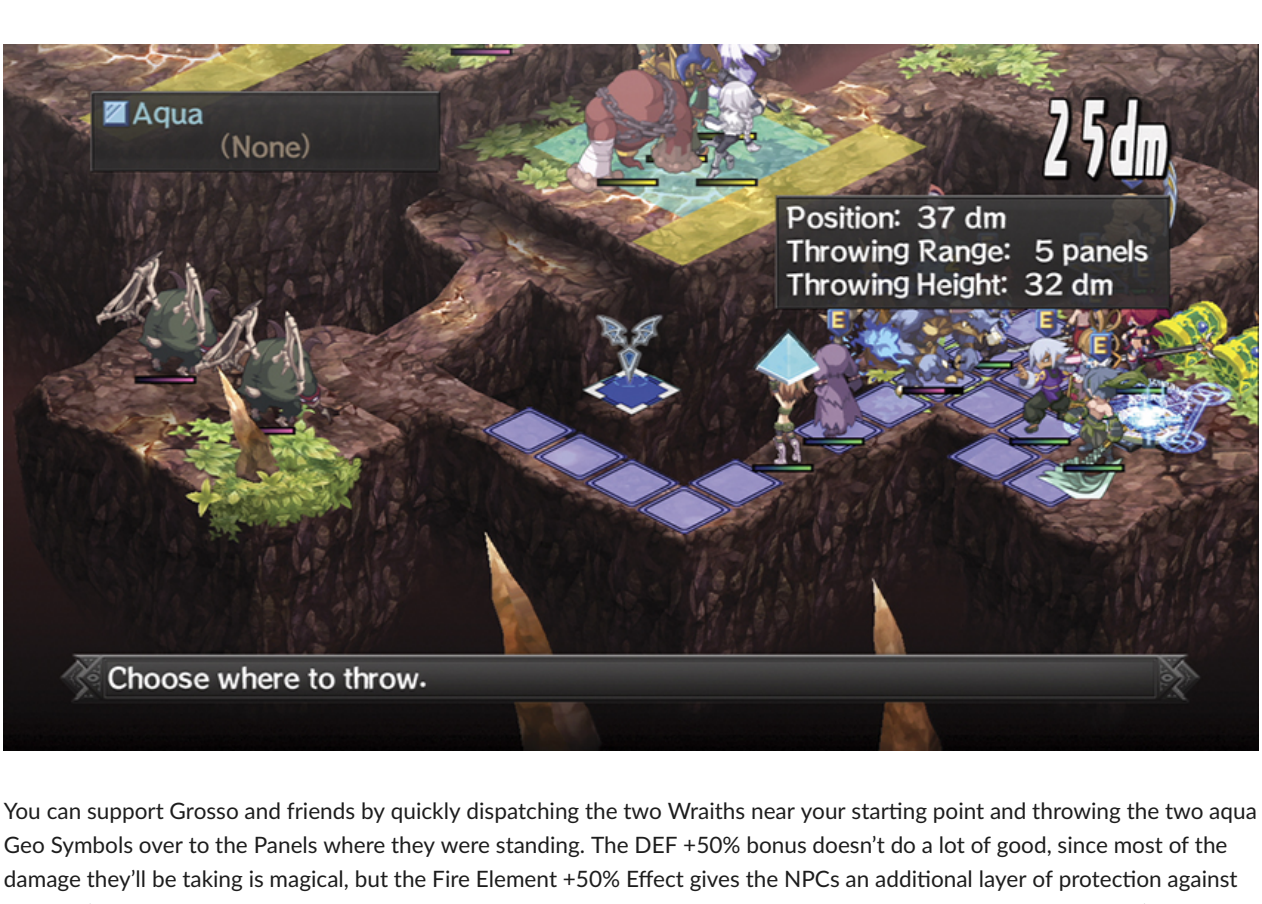
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Satana	62	7	Blue: Heat Depression; Red: Fire Dominance	Demon Claw	Happy Cape	Burning Grapple, Hydro Drake, Fire Moon Drop Shot
Marid	60	3	Flame Charge	Wyvern Wing	Nine Tail, Falcon Shoes, Plastic Nose	Burning Grapple, Hydro Drake, Fire Moon Drop Shot
Tezcatlipoca	50	4	Mind Reaper	Madness Emblem	Metal Jacket	Shadow Nail, Circle of Death, Death March, Fire, Mega Fire, Giga Fire, Ice, Mega Ice, Giga Ice, Omega Ice
Mrtyu	60	2	Soul Reaper	Madness Emblem	Metal Jacket	Shadow Nail, Circle of Death, Death March, Fire, Mega Fire, Giga Fire, Ice, Mega Ice, Giga Ice, Omega Ice
Wraith	55	2	Mind Break	Dark Knight Emblem	Happy Cape	Ignis Fatuus, Micro Bomber, Dimension Eater X, Fire, Mega Fire, Giga Fire, Omega Fire

Geo Symbol	Geo Effect	Destroy	Note
Purple #1	No Entry	Purple Change	-
Purple #2	No Lifting	Purple Change	-
Null	Mighty Enemy	Clear	-
Aqua #1	Fire Element +50%	Aqua Change	-
Aqua #2	DEF +50%	Aqua Change	-

The pain in question is mostly being felt by Grosso, Garungun, Rainier, and Virunga, who have stationed themselves on the platform ahead of you to hold the line. While you're fighting a couple of Ifrits and Wraiths, they're in a pitched battle with a massive crowd of monsters.

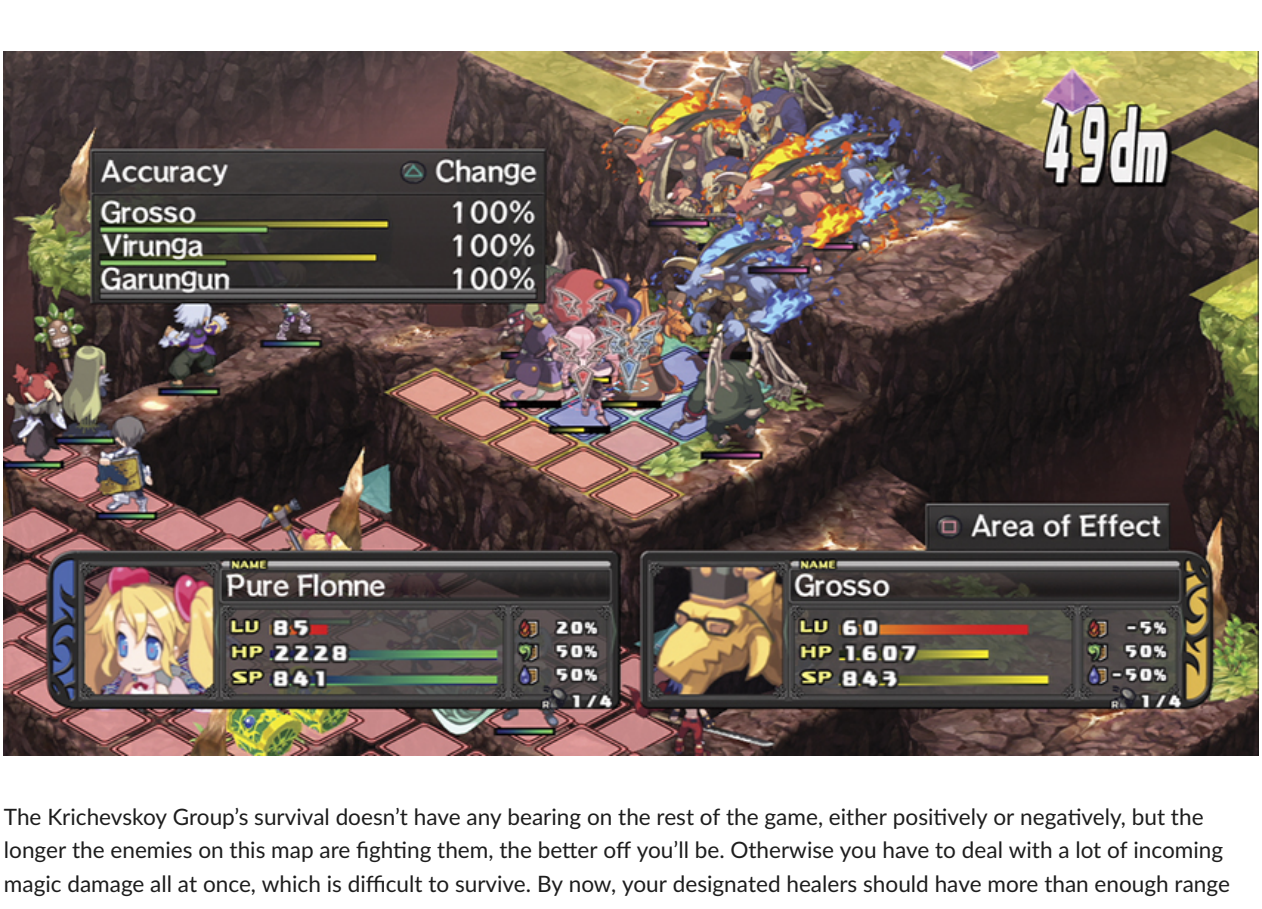
The good news is that everything they're fighting is known for its indiscriminate usage of area-of-effect attacks. It is not at all uncommon for the enemy to inflict more casualties on themselves than on the Krichevskoy Group because of the use of skills like Hydro Drake and Giga Ice. The bad news is that due to the sheer number of enemies attacking them, it's likely that Rainier will drop within the first couple of turns and Virunga won't be too far behind her. Grosso and Garungun, on the other hand, can take a lot more punishment.

Accuracy
Change
Jeff 99%
25dm
Lanzarote
LV 97
HP 2702
SP 782
Jeff
LV 55
HP 1393
SP 653



Choose where to throw.

You can support Grosso and friends by quickly dispatching the two Wraiths near your starting point and throwing the two aqua Geo Symbols over to the Panels where they were standing. The DEF +50% bonus doesn't do a lot of good, since most of the damage they'll be taking is magical, but the Fire Element +50% Effect gives the NPCs an additional layer of protection against the Ifrits' attacks. You can further help them out by not opening the two treasure chests by your base panel, as they're offering the Krichevskoy Group a 10% stat boost through Rainier's Evility. In fact, if you've got a Thief with the Treasure Sensor Evility, you can feed her a couple of kills early on—most likely the two Wraiths by the base panel—to further buff the Krichevskoy Group.



The Krichevskoy Group's survival doesn't have any bearing on the rest of the game, either positively or negatively, but the longer the enemies on this map are fighting them, the better off you'll be. Otherwise you have to deal with a lot of incoming magic damage all at once, which is difficult to survive. By now, your designated healers should have more than enough range on their spells that at least one of them should be able to stand at the edge of the chasm by the base panel and throw Heal spells on the Group. Rainier's almost impossible to save, but Grosso and Garungun are easier to keep alive.

After you've dealt with everything outside the No Entry Panels, use a ranged attack to destroy the two purple Geo Symbols. This lets you reach the last three enemies on the map, but has the unfortunate side effect of flipping the purple Geo Panels over to a Mighty Enemy Effect. At this point, set up a defensive line on the aqua Geo Panels near the surviving members of the Krichevskoy Group and kill the last few Ifrits as they charge out of the Mighty Enemy zone. Be sure to break open those treasure chests at some point, though, as they contain two random items of legendary quality.

The chests, as well as the Krichevskoy Group, are absent if you try to rerun this stage, and the monsters have been rearranged slightly. This makes the stage much more difficult the second time around because without Grosso and his crew there to run interference, you'll be under heavy assault from the Wraiths as soon as they get a turn. This is another one of those maps where it's handy to not deploy your entire team on the first turn; you'll end up taking much less damage if you have one or two characters hang around by the base panel until the monsters above you split up and start running along the side paths.

Map Events

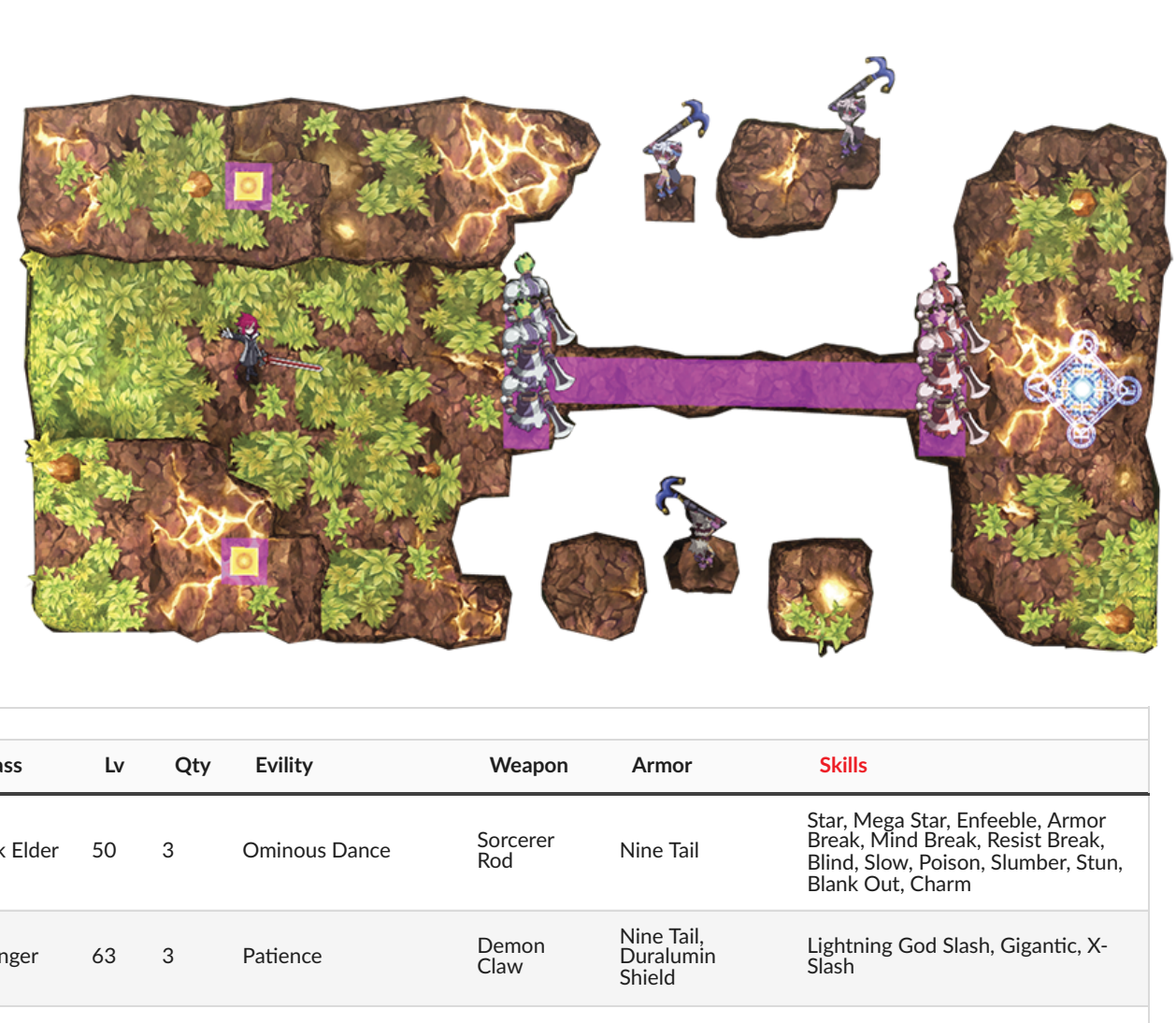
- Station Flonne next to Laharl.
- Station Flonne next to Sicily.
- Station Flonne next to Etna.

Tip

It Was a Loan, Not a Gift

Without spoiling anything, you'll want to either equip Barbara with gear you don't care about or remove her equipment entirely. She leaves your party after the final battle and takes whatever she had on with her, which she'll have replaced by the time you catch back up with her in the Post-Game. You'll get it all back after you clear Orders Received.

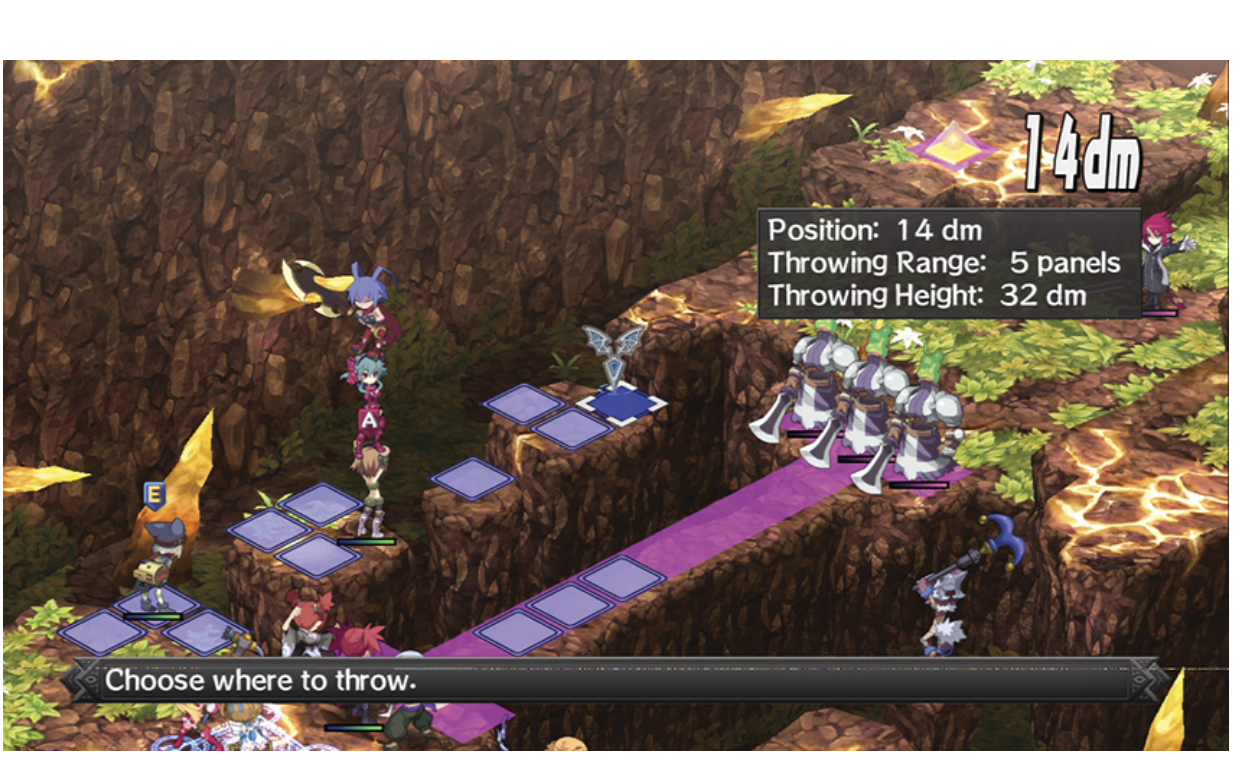
Netherworld's Guts



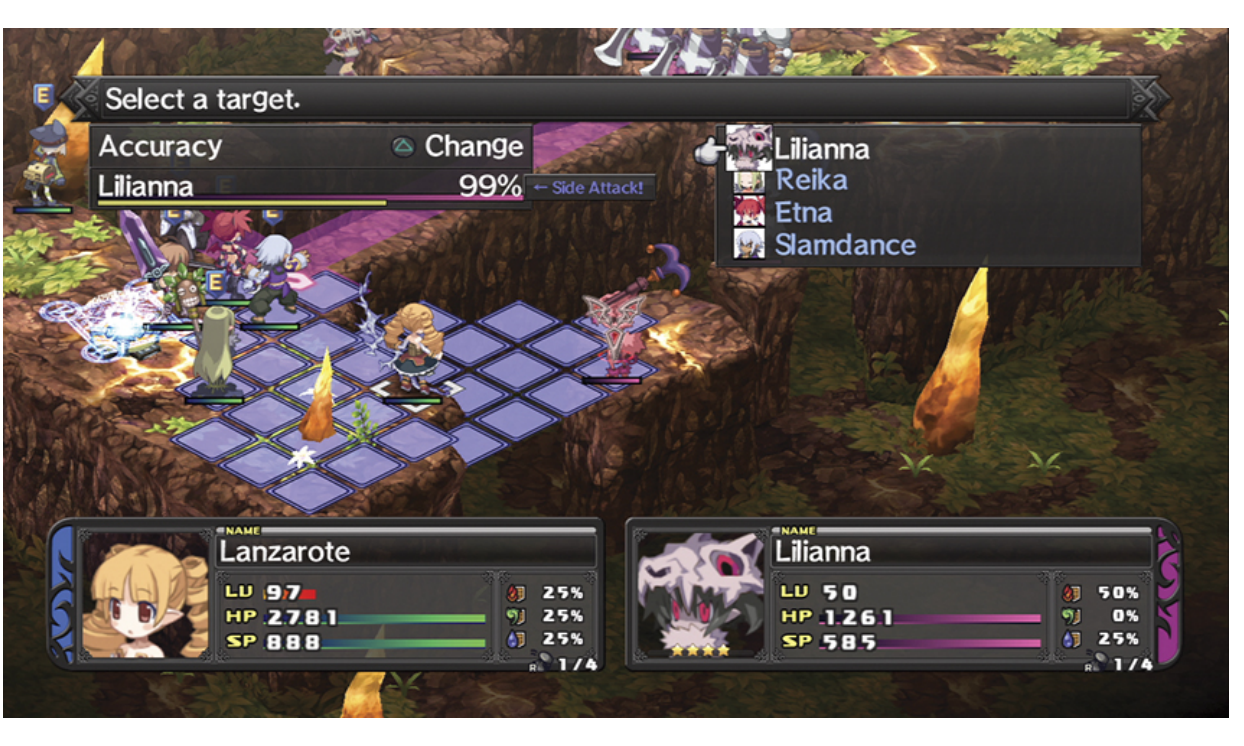
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Dark Elder	50	3	Ominous Dance	Sorcerer Rod	Nine Tail	Mega Star, Giga Star, Enfeeble, Armor Break, Mind Break, Resist Break, Blind, Slow, Poison, Slumber, Stun, Blank Out, Charm
Avenger	63	3	Patience	Demon Claw	Nine Tail, Duralumin Shield	Lightning God Slash, Gigantic, X-Slash
Avenger	65	3	Combat High	Demon Claw	Nine Tail, Duralumin Shield	Lightning God Slash, Gigantic, X-Slash
Xenolith	70	1	The Artifact: Deals damage equal to 20% of max HP to attackers of this unit.	Joyeuse	Angel Shield, Royal Orb, Royal Ring	Dark Phenomenon, Chaos Divider, Blade Rush, Hurricane Slash, Nether Slash, Musou Slash, Dark Night Slash, Star, Mega Star

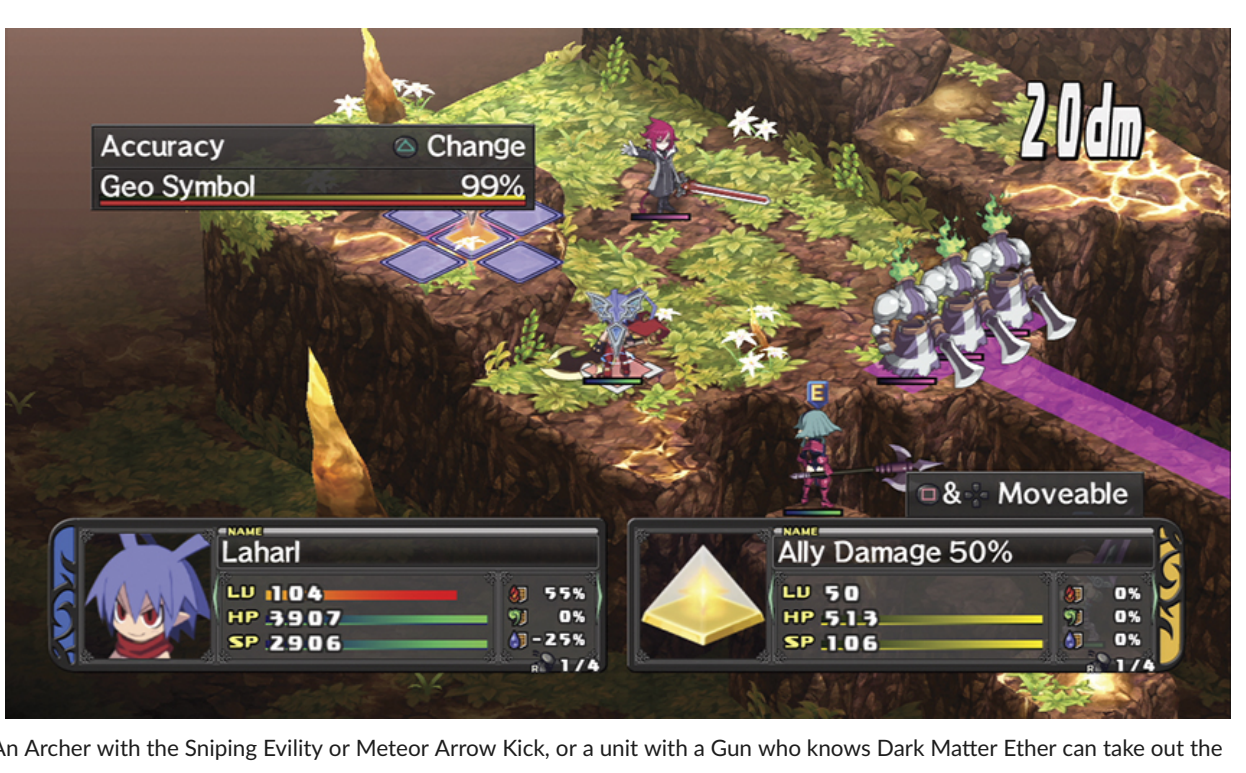
Geo Symbol	Geo Effect	Destroy
Null #1	Ally Damage 50%	Clear
Null #2	No Lifting	Clear

The central path to Xenolith is a death trap. Between the Avengers and their use of the Gigantic skill, the Dark Elders throwing Mega Star spells at you from either side, and the Geo Effects, it's unlikely that any character can survive the trip across the bridge.



Choose where to throw.


Select a target.



An Archer with the Sniping Evility or Meteor Arrow Kick, or a unit with a Gun who knows Dark Matter Ether can take out the two closest Dark Elders early on. While you leave a few people behind to disable the first rank of Avengers, use four characters to tower-throw someone across the islands and destroy one of the Null Symbols on the far side, near Xenolith. This drops the Geo Panels on the central path and lets you bring your full roster in for a final confrontation. Zap the third Dark Elder on the way there.

Xenolith has a tricky Evility. The Artifact causes any character that attacks him to take 20% of his or her maximum HP in damage immediately after the attack resolves. Interestingly, Etna is immune to this effect and can beat on Xenolith all day with relative impunity. Have her lead the charge.

On future visits, the Avengers and Dark Elders are still here, but Xenolith isn't.

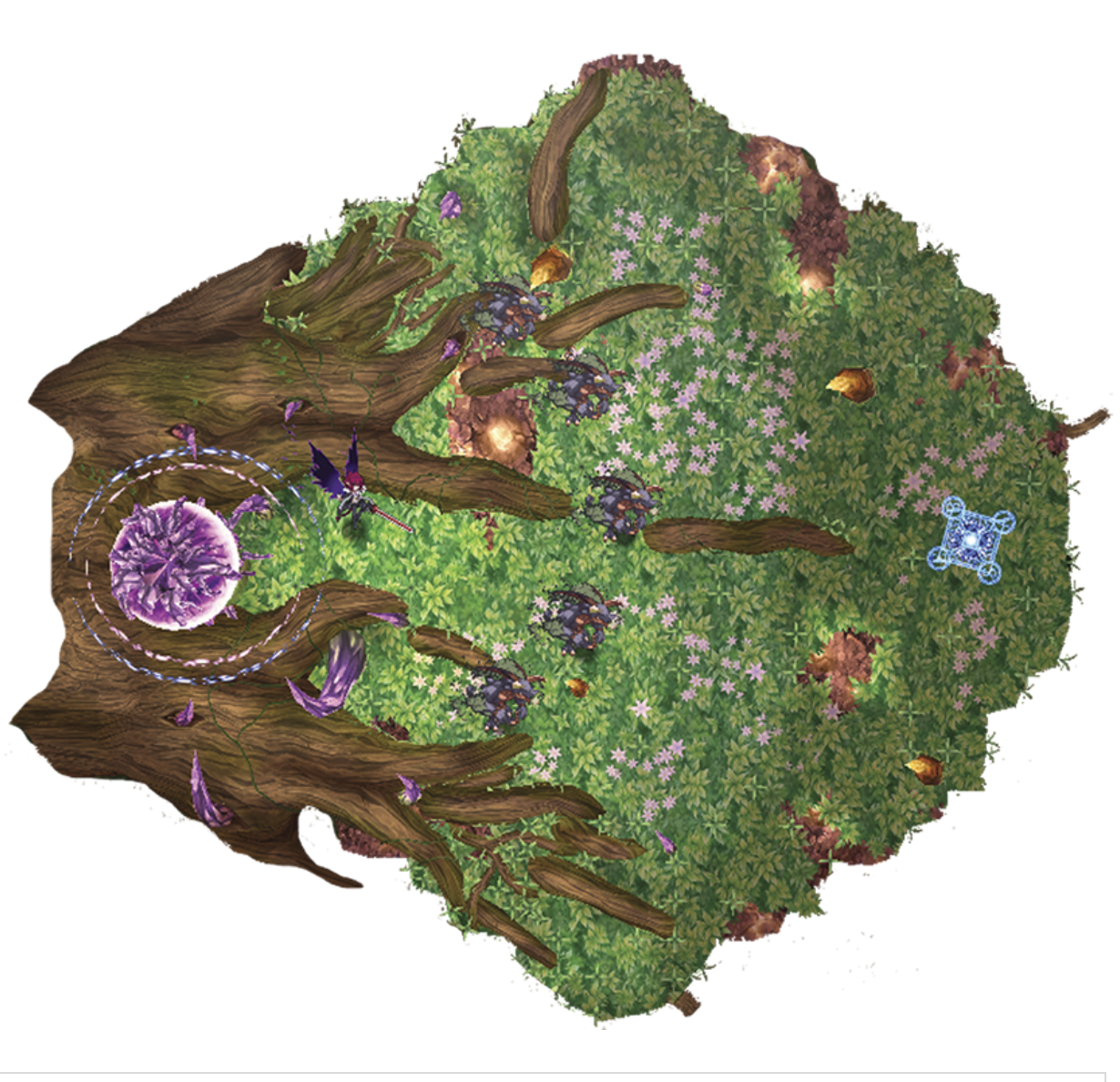
Caution

If you want the Special Voyeur Trophy, you must hang out on this stage until Xenolith hits you with both his unique Skills. Otherwise, the only way to fill those two entries in your Special Skill Collection is to go through the game again on a second cycle.

Map Events

- Attack Xenolith with Laharl.
- Xenolith attacks Laharl.
- Attack Xenolith with Etna.

Final Battle

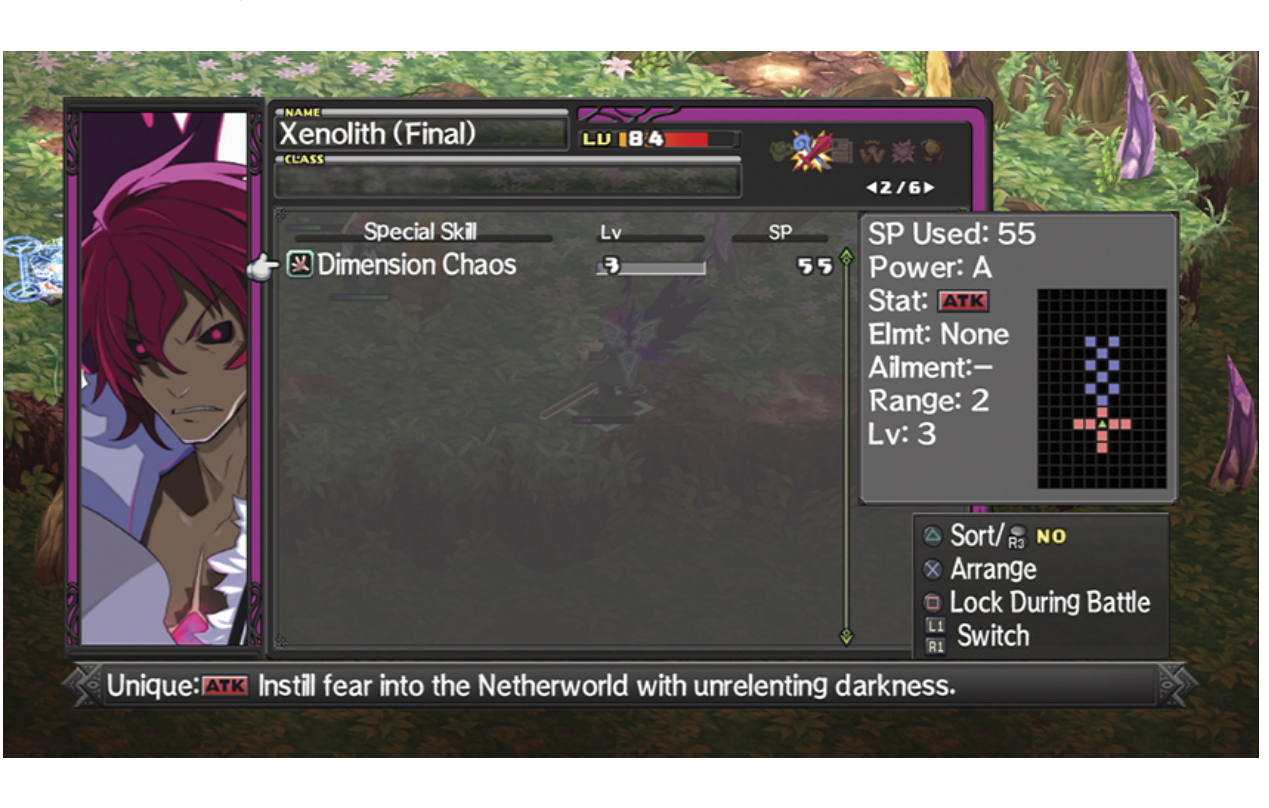


Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Flamberg	65	5	Heat Depression	Spider's Curse	General's Helm, Falcon Shoes	-	-
Xenolith (Final)	80	1	Artifact Gone Wild: for all units within 10 panels, absorb stats by 3% per panel moved closer.	Geo Blade	Angel Shield, Royal Orb, Royal Ring	Dimension Chaos	-

Before you even start this fight, ensure that your characters are all around level 80, if not higher, and using weapons and armor that you've leveled in the Item World. This is yet another stage that represents a sudden, sharp increase in difficulty and there's no such thing as overkill.

Dimension Chaos
COMBO 1
TOTAL DAMAGE 3577

The five Ifrits charge straight at you on their first turn, but they're there as a distraction from the main event and can be wiped out with Wind spells. The real fight is with Xenolith's final form, which is a level 80 wrecking machine. He uses only one attack, Dimension Chaos, but it has a wide hit zone and does an immense amount of damage. Yes, Xenolith's a one-trick pony, but in his defense, it's a really good trick.


Xenolith (Final)

Dimension Chaos 3 55
SP Used: 55
Power: A
Stat: ATK
Elmt: None
Ailment:—
Range: 2
Lv: 3
Unique: ATK Instill fear into the Netherworld with unrelenting darkness.

The general policy for boss fights in this game so far has been to group up around a target and level it with a Combo Attack delivered by as many characters as possible. Xenolith's new Evility, Artifact Gone Wild, gives him a stat boost that's based upon how many of your characters are near him and how far they've had to travel to get there. If you try to combo him to death, he'll absorb a disappointingly small amount of damage due to his increased DEF and RES from his Evility, then take a few steps away and blow up several units at once with Dimension Slash. Xenolith's perfectly designed to thwart your usual tactics.

The best way to beat Xenolith, then, is one-on-one. Using Laharl or Etna is the most satisfying in terms of the larger narrative, but if you equip a Lady Samurai with a leveled-up Sword and a couple of pairs of Shoes to boost her movement rate, the Calm Waters or Duelist Evilities make her an excellent choice. If Xenolith has really annoyed you, spend some time in the Item World to upgrade the best Sword, Shoes, and assorted armor you can find, then grind the Lady Samurai up to level 100 or so and set her loose.

Xenolith will keep moving away from you on his turn and firing Dimension Slash from maximum range, so keep after him and make every hit count.

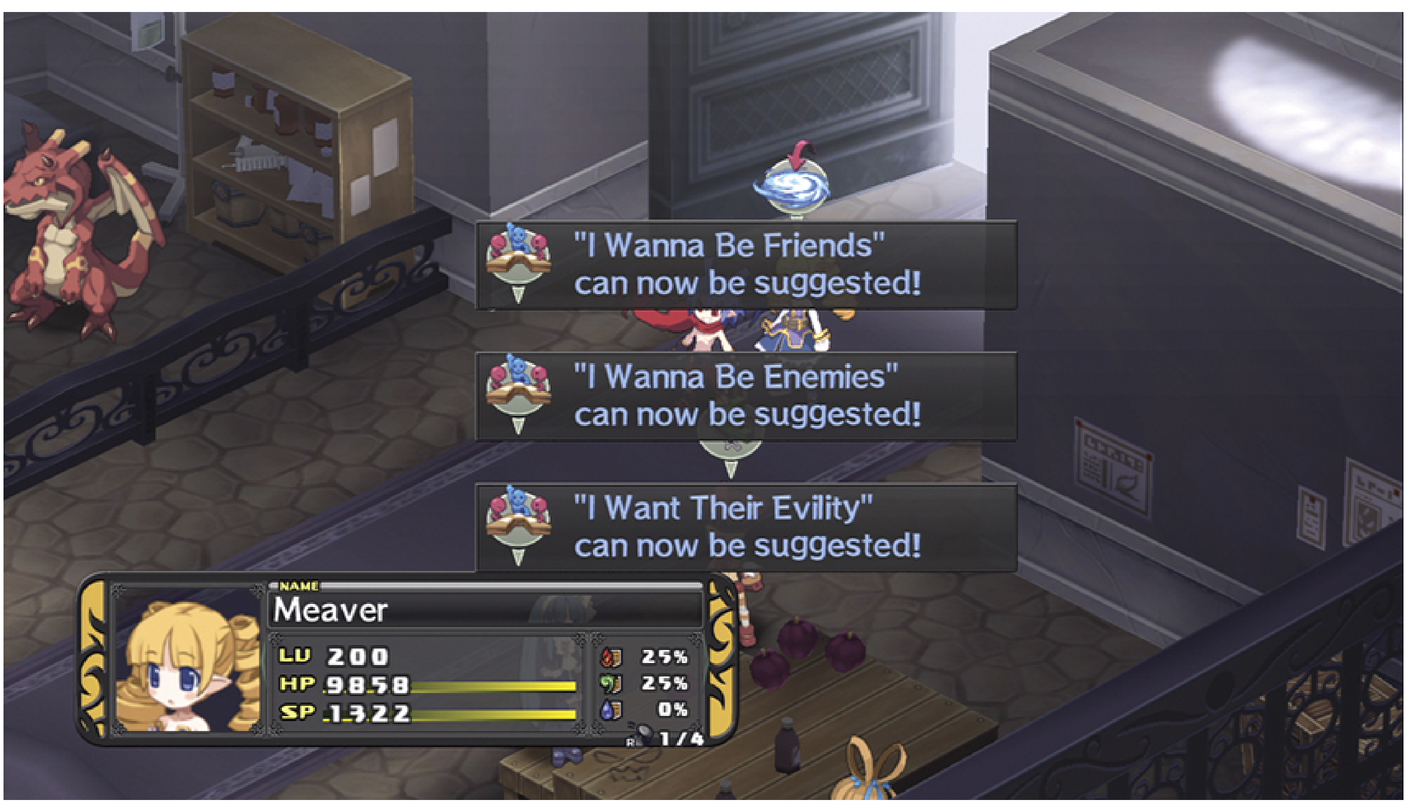
There's no reason not to have a couple of other characters on the field, even if they're not actively pursuing Xenolith. An Armor Knight with the Defender Evility can hang out by the base panel and Defend on every turn to absorb the damage from Dimension Slash. You can also use a Healer or Flonne to top off your duelist's health, but you'll want to do so from the farthest possible range to avoid triggering Xenolith's Evility.

You cannot return to this stage after you've cleared it.

Map Events

- Laharl attacks Xenolith.
- Etna attacks Xenolith.
- Station Flonne next to Sicily.

Post-Game



"I Wanna Be Friends" can now be suggested!

"I Wanna Be Enemies" can now be suggested!

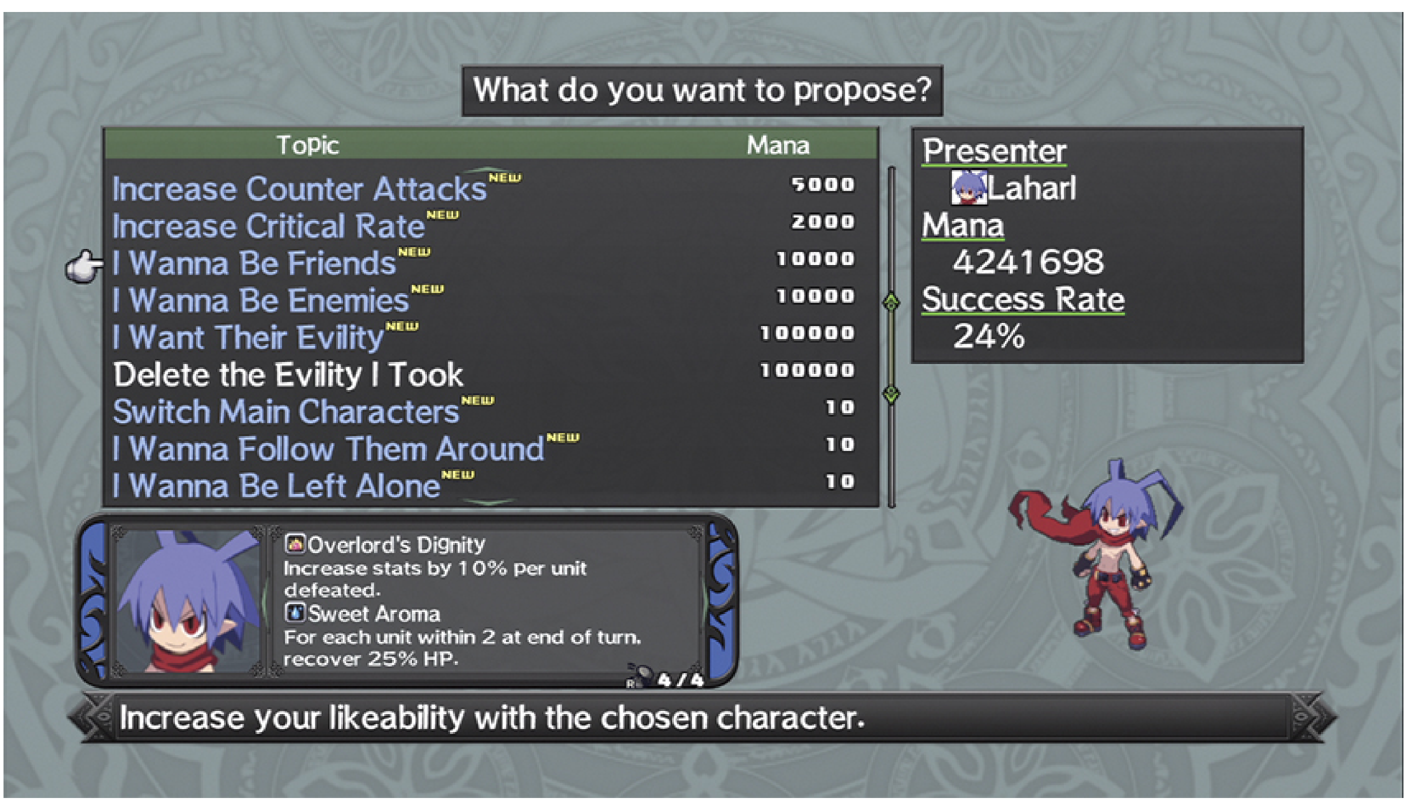
"I Want Their Evility" can now be suggested!

After the credits, you'll have the option to save the game or continue. Either way, the next time you load this save file, you're back in Laharl's Castle and you've got a number of new options.

Defeating Xenolith unlocks Love Potion Practice and Weapon Assembly in the Demon's Dojo, which are the last two options on its menu. Weapon Assembly is particularly useful, as a character who undergoes that method of training has a chance to randomly improve one of his or her Aptitudes by 1% after a successful battle.

The Cheat Shop has updated to include the Auto-Heal at Base option, which saves you the trip to the Netherworld Hospital upon returning from a battle, and the dangerous but profitable LoC Mode. The minimum multiplier at the Cheat Shop has finally dropped to zero, and the maximum is now 200%.

Flonne has reverted to her original state, thus losing the Extreme Love skill, and Barbara has quietly excused herself from your roster. (You'll find her again on Orders Received.) Etna has received a second Evility, The Last Majin, which improves her stats by 100% if you don't field any units besides her and Prinnies. This Evility will be overwritten if you give her a second one through Demon Connect, but it reappears if you pass a bill to delete that Evility.



What do you want to propose?

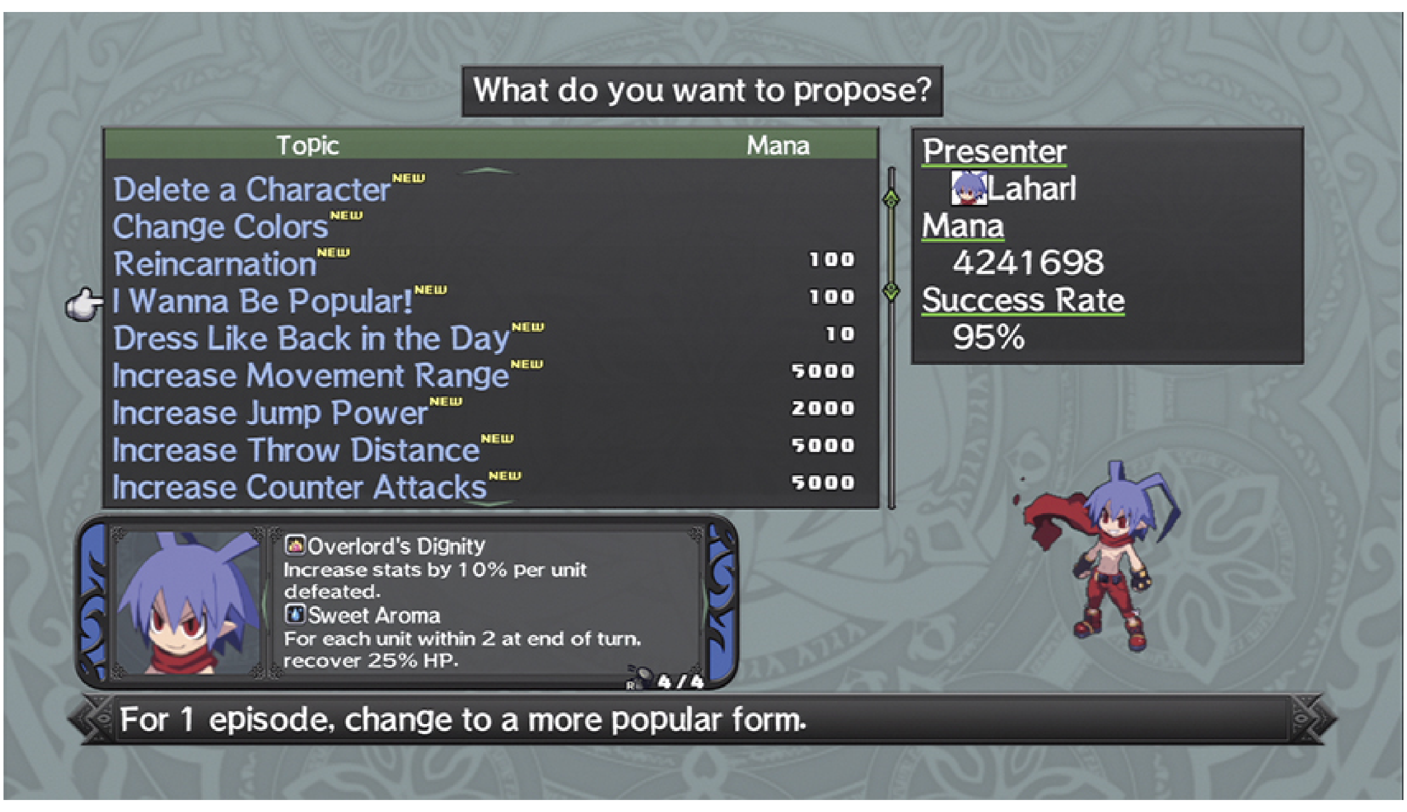
Topic	Mana
Increase Counter Attacks NEW	5000
Increase Critical Rate NEW	2000
I Wanna Be Friends NEW	10000
I Wanna Be Enemies NEW	10000
I Want Their Evility NEW	100000
Delete the Evility I Took	100000
Switch Main Characters NEW	10
I Wanna Follow Them Around NEW	10
I Wanna Be Left Alone NEW	10

Presenter: Laharl
Mana: 4241698
Success Rate: 24%

Overlord's Dignity
Increase stats by 10% per unit defeated.
Sweet Aroma
For each unit within 2 at end of turn. recover 25% HP.

Increase your likeability with the chosen character.

Finally, you've got access to a number of new proposals in the Dark Assembly. This includes I Wanna Be Friends and I Wanna Be Enemies, which allow you to bypass the Demon Connect system to artificially improve or decrease two characters' Likability with each other by one heart.



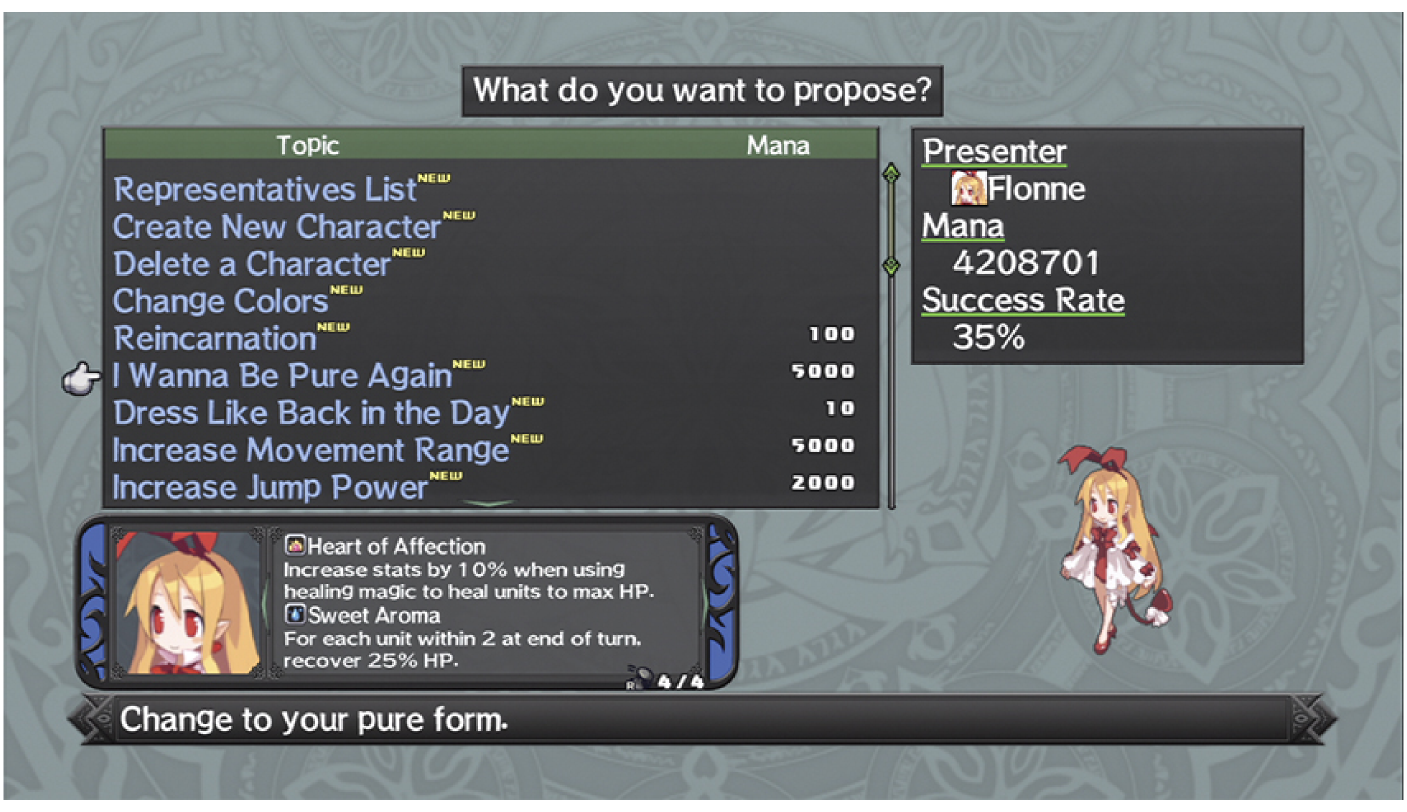
What do you want to propose?

Topic	Mana
Delete a Character NEW	
Change Colors NEW	
Reincarnation NEW	100
I Wanna Be Popular! NEW	100
Dress Like Back in the Day NEW	10
Increase Movement Range NEW	5000
Increase Jump Power NEW	2000
Increase Throw Distance NEW	5000
Increase Counter Attacks NEW	5000

Presenter: Laharl
Mana: 4241698
Success Rate: 95%

Overlord's Dignity
Increase stats by 10% per unit defeated.
Sweet Aroma
For each unit within 2 at end of turn. recover 25% HP.

For 1 episode, change to a more popular form.



What do you want to propose?

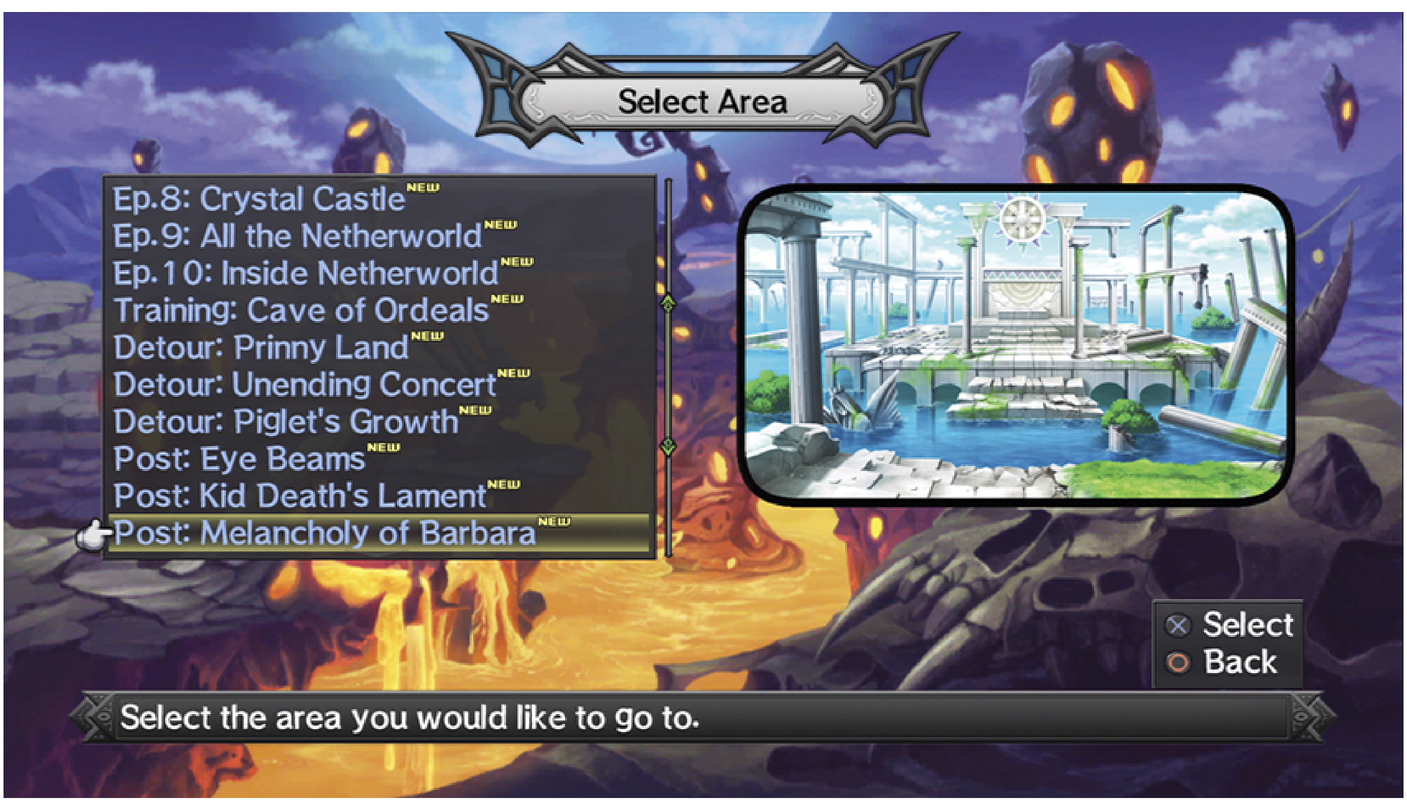
Topic	Mana
Representatives List NEW	
Create New Character NEW	
Delete a Character NEW	
Change Colors NEW	
Reincarnation NEW	100
I Wanna Be Pure Again NEW	5000
Dress Like Back in the Day NEW	10
Increase Movement Range NEW	5000
Increase Jump Power NEW	2000

Presenter: Flonne
Mana: 4208701
Success Rate: 35%

Heart of Affection
Increase stats by 10% when using healing magic to heal units to max HP.
Sweet Aroma
For each unit within 2 at end of turn. recover 25% HP.

Change to your pure form.

Laharl, Flonne, and Etna can all pass bills in the Dark Assembly that revert them to their altered forms, complete with Laharl's and Flonne's altered Evilities. It's cheap and easy for Laharl to make the switch, with a very high chance that it'll pass, but it's expensive and difficult to switch back. It appears that Lady Laharl's most fanatical fans are all Senators. Flonne has a slightly harder time passing a bill to change, which one would expect, since Pure Flonne will fire beams of love and justice all over the Netherworld, and who needs that?

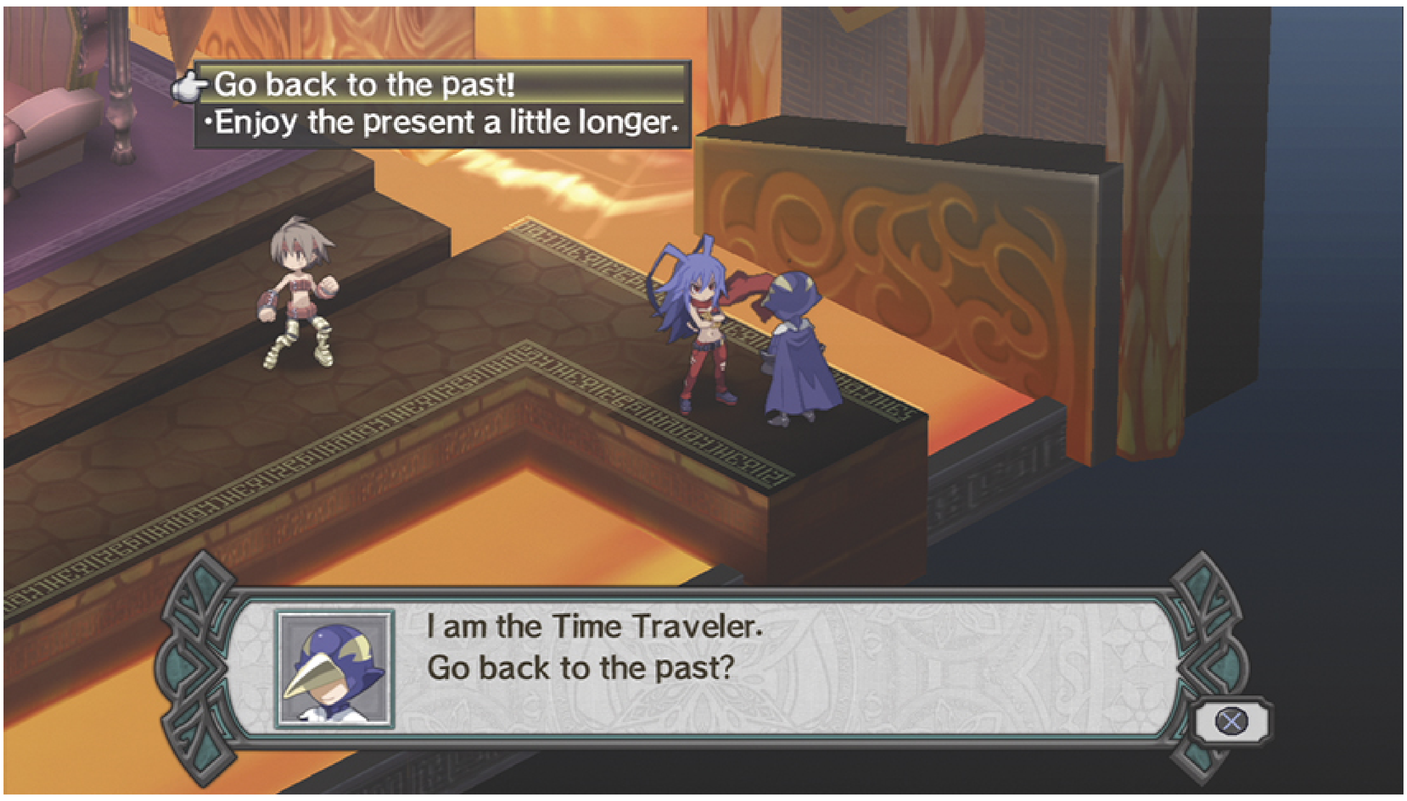


Select Area
Ep.8: Crystal Castle NEW
Ep.9: All the Netherworld NEW
Ep.10: Inside Netherworld NEW
Training: Cave of Ordeals NEW
Detour: Prinny Land NEW
Detour: Unending Concert NEW
Detour: Piglet's Growth NEW
Post: Eye Beams NEW
Post: Kid Death's Lament NEW
Post: Melancholy of Barbara NEW
Select
Back

Select the area you would like to go to.

Finally, there are some new bills in the Assembly that unlock new, Post-Game stages, some of which you probably don't have the Mana to see yet, let alone pay for. These represent the toughest challenges in Disgaea D2, with rewards to match, and will require extensive preparation if you expect to clear them.

Starting A New Cycle



I am the Time Traveler.
Go back to the past?

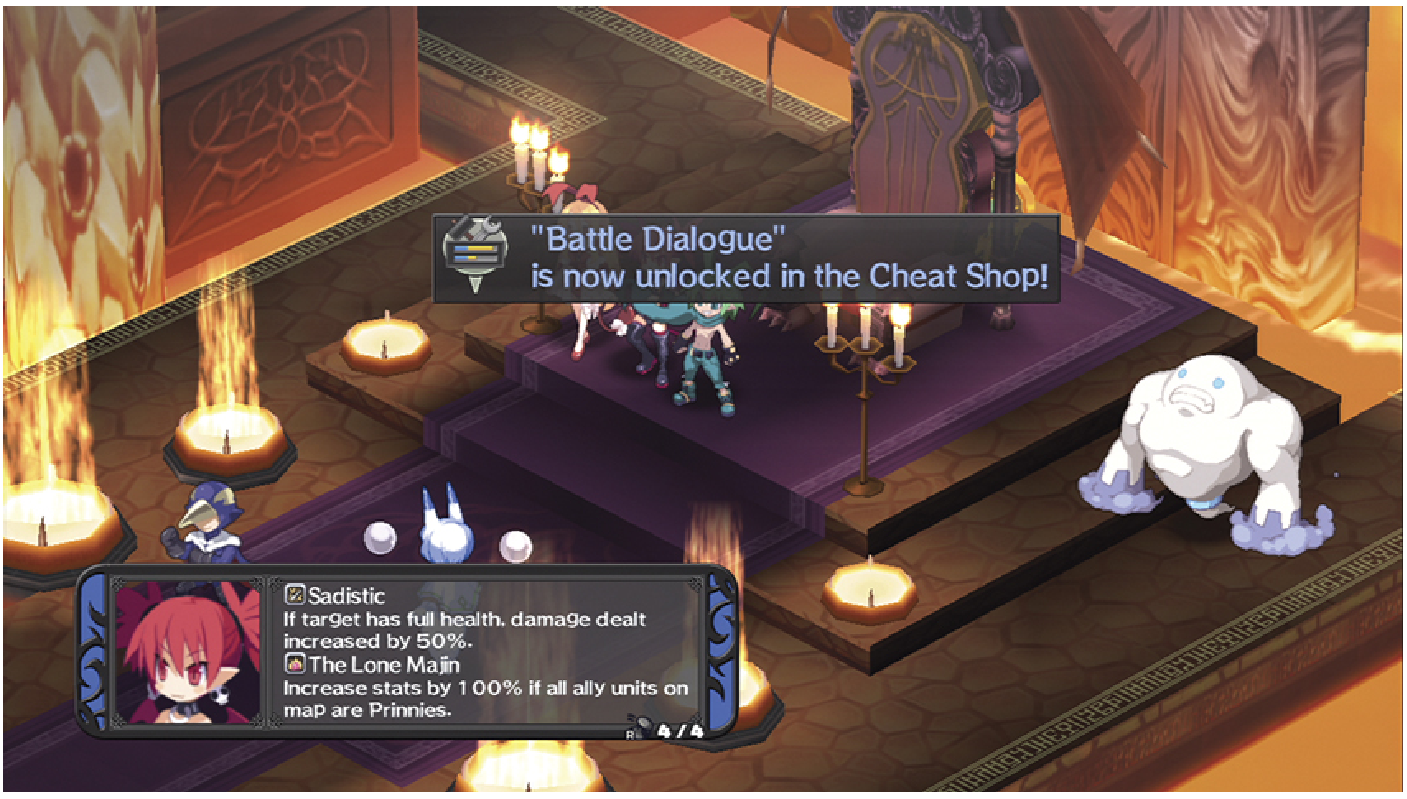
If you missed anything on your way through the story mode, such as Map Events or the alternate endings, you aren't out of luck. You always have the option to abuse the space-time continuum for your own twisted needs.

You may have noticed a doorway in Laharl's throne room before now, across from his bedroom, which looks like it should go somewhere but doesn't. In the Post-Game, that's where the Time Traveler has set up shop. At any time in the Post-Game, you can speak to the Time Traveler to be returned to the start of the game.

You'll reappear in Laharl's throne room, ready to go through the story mode all over again. Your equipment, levels, Customer Rank, achievement progress, and training at the Demon's Dojo all survive the trip into the past without alteration. The Time Traveler himself does not.

There are a few changes, naturally. Sicily, Lanzarote, Barbara, and all other unique characters you've recruited will leave your roster at the start of a new cycle. They will reappear as you work your way back through the missions where they were recruited, and rejoin your team just as they did in your previous cycle, at the same level and using the same equipment as before. (That is, if Sicily was level 90 when you opted to start a new cycle, she'll be level 12 when you fight her at the end of Episode 2 and will then suddenly be level 90 again at the start of Episode 3. Time travel is fun.)

If either Laharl or Flonne were in their altered forms when you started the new cycle, they both revert to their default forms and Evilities, while Etna's hair returns to its natural color. Etna does get to keep The Last Majin, however.



"Battle Dialogue"
is now unlocked in the Cheat Shop!

Sadistic
If target has full health, damage dealt increased by 50%.
The Lone Majin
Increase stats by 100% if all ally units on map are Prinnies.

Going back in time at least once unlocks the Battle Dialogue cheat in the Cheat Shop, which you can toggle on to remove all Map Events. If you fulfill their requirements, they simply will not occur. If you're still working on the Battle of Words Trophy, you'll want to leave that off.

Multiple Endings

What If ...?

I'm sorry, Prince. Your play time ends here.
Please find a new game to play.

As mentioned in the walkthrough, there are nine endings in Disgaea D2. The "true" ending is the one you receive by facing and defeating Xenolith's final form, and is the only one that unlocks the Post-Game content. The other eight are non-canon in obvious and spectacular ways.

After you receive an alternate ending, you end up back at Episode 1 after the credits just as if you'd started a new cycle. Your levels, money, equipment, roster, and other changes all persist into this new game, but as far as the story goes, you're back at square one. If you'd like to prevent this, you can simply reload your last save, but doing so does not save the ending in Memoria or Paparazzi's archive of events.

Caution

SPOILER WARNING!

The names of the endings themselves qualify as mild spoilers, so we strongly recommend that you do not read this section at all unless you've already reached the Post-Game.

The alternate endings can be unlocked as follows:

Overlord Sicily

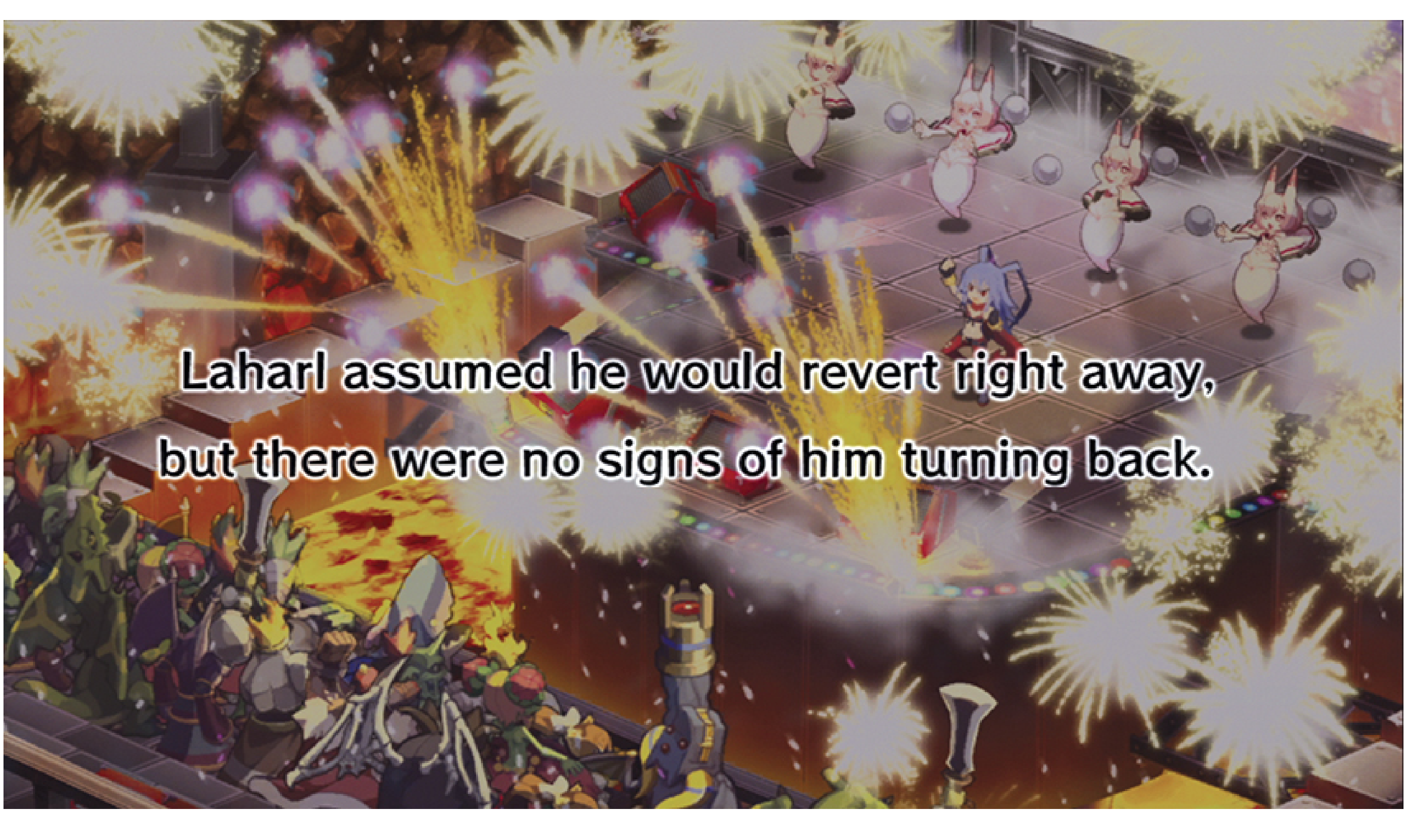
Get a game over when fighting Sicily in Silver Witch.

The Fall of Overlord Laharl

Get a game over when fighting Barbara in Inner Sanctum.

Girl Laharl Forever

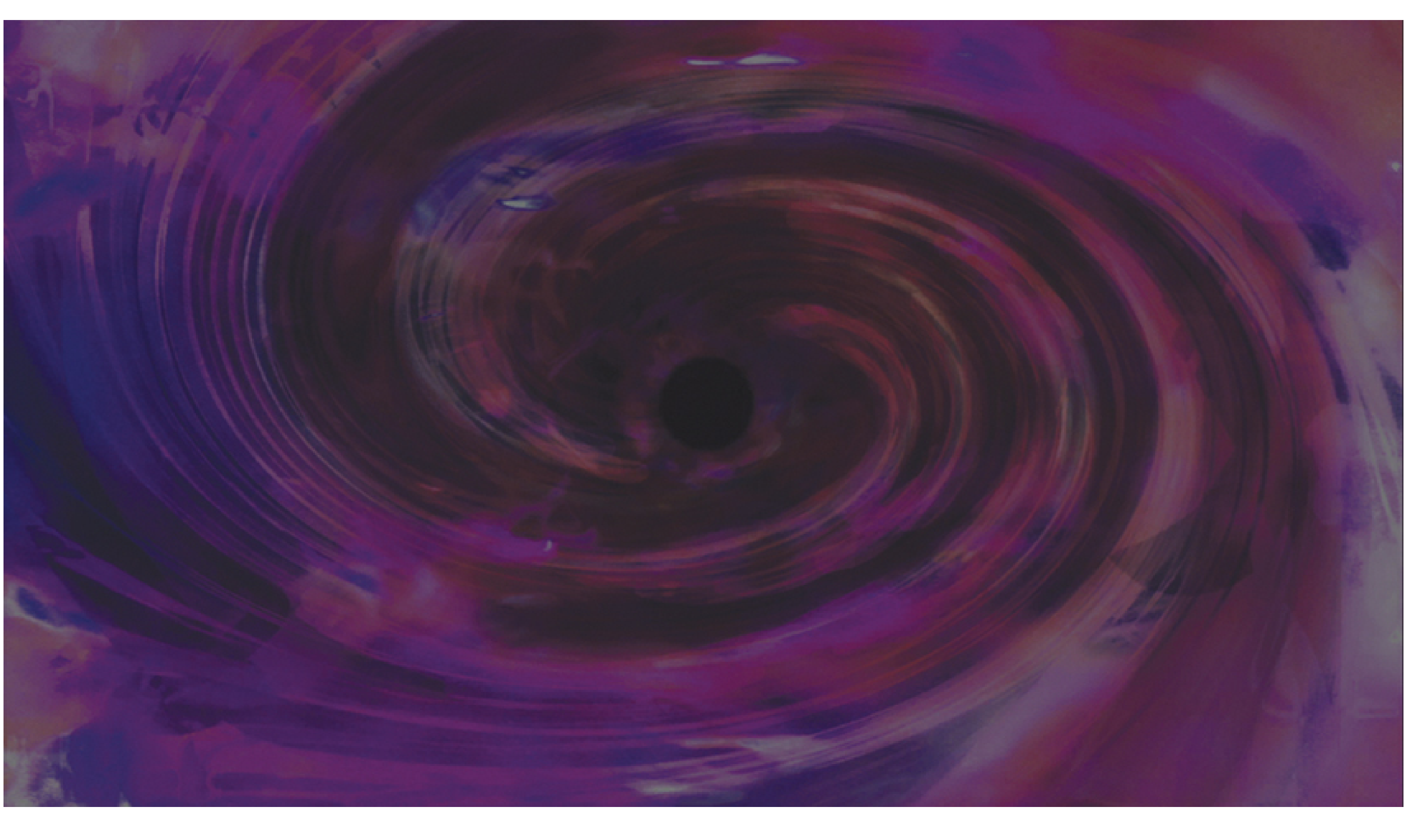
Get a game over when fighting Hoggmeiser in Green Room.



Laharl assumed he would revert right away,
but there were no signs of him turning back.

Netherworld Collapse (Lose)

Have 20 or more ally kills among your characters and lose the fight against Barbara in Utopian Abyss.



Netherworld Collapse (Time Over)

Fail to defeat all of Barbara's forces before time runs out on Utopian Abyss.

Note

The two Netherworld Collapse endings are only slightly different from each other, but Memoria does track them separately in her archive.

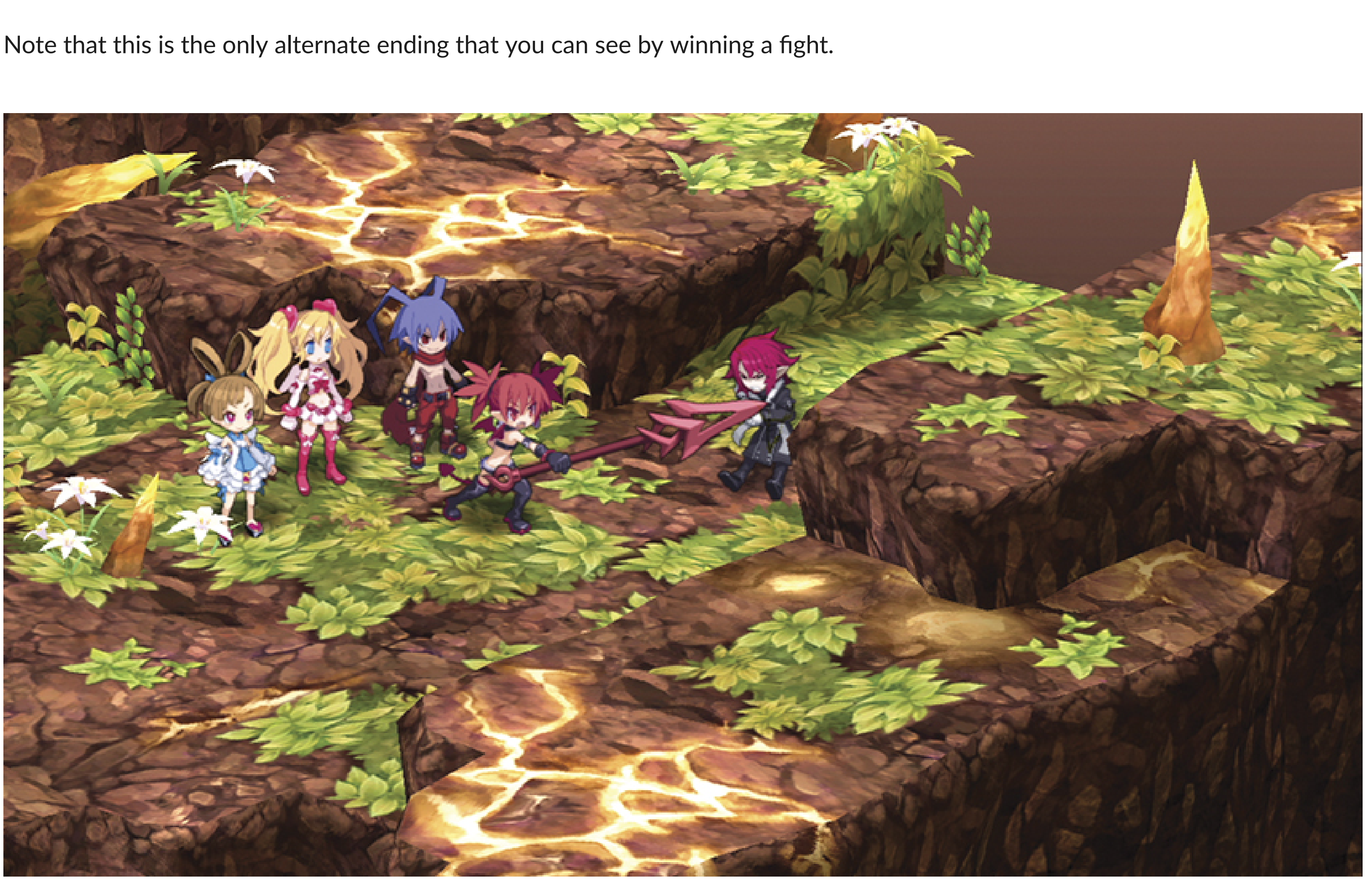
Pure Flonne the Awakened Angel

Three or more characters must have reached a five-heart Likability rating with Flonne. Get a game over on Netherworld Maw.

Etna's Magic Overload

Three or more characters must have reached a zero-heart Likability rating with Etna by the time you've cleared the first half of Netherworld's Guts. After you beat Xenolith, a dialogue choice will spring up. Choose "Yes."

Note that this is the only alternate ending that you can see by winning a fight.



Sicily's Sacrifice

Get a game over on the second half of Netherworld's Guts.

Post-Game Road Map

Post-Game Road Map

Disgaea games have always been known for their endgame, and D2 is no exception. After you've saved the Netherworld from Xenolith, the adventure isn't over by a long shot. You've still got to protect Laharl's throne from all challengers, deal with suspiciously frequent misunderstandings that always seem to escalate into violence, and investigate the darkest corners of the Netherworld so that you may punch whatever you find there.

In the face.

For no reason.

The General Idea

This section of the guide is about getting you to the point where you can handle all of the challenges of D2's Post-Game as efficiently as possible.

The good news is that as difficult as some of these challenges can be, you can always overcome them by sheer grinding. It is possible to get your characters to a level of power that allows you to back up Laharl's claims of invincibility. Even the last boss, for all his frankly ridiculous levels of power, is not actually stat-capped (by default, anyway), but it is possible for you to be.

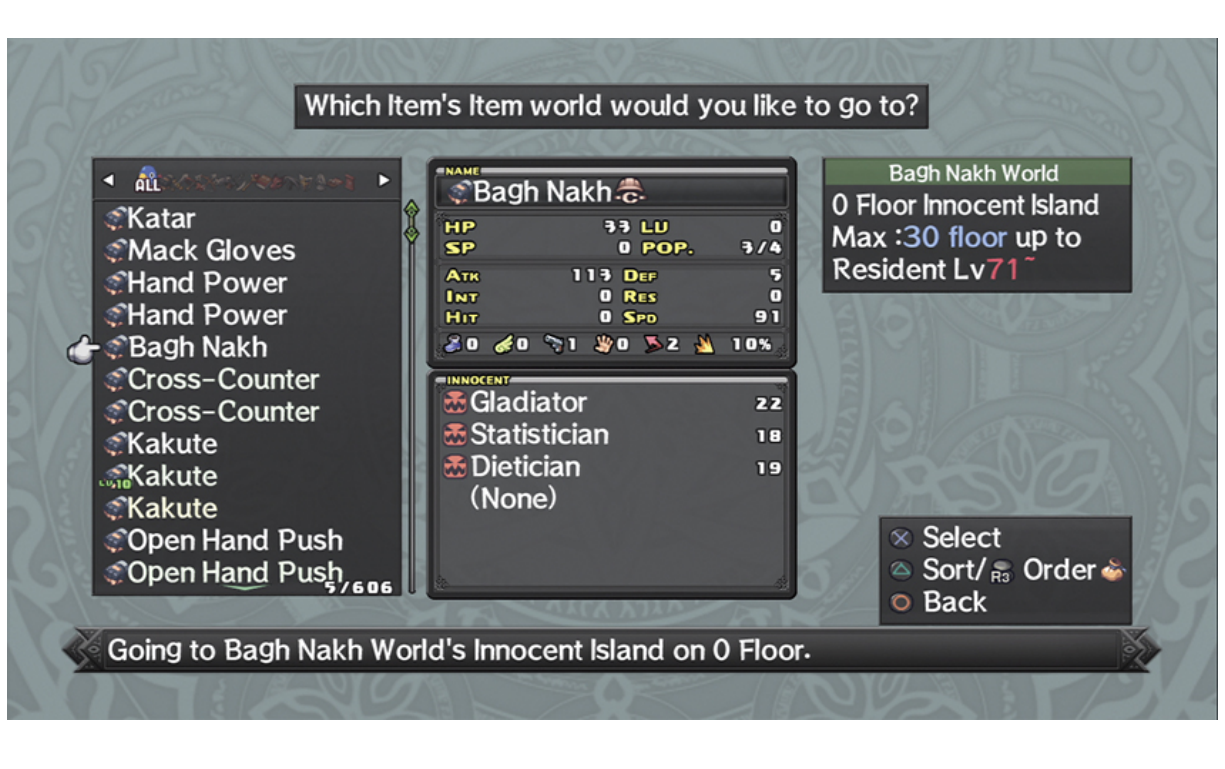
Level	Goal
100	New to the Post-Game. Finish up Prinny Land and both Detours if necessary.
105	Cave of Ordeals 1, 2
120	Orders Received
150	Netherpower Struggle
200	Mysterious Girl, Red Overlord Search
300	Cave of Ordeals 3, 4
350	Cave of Ordeals 5, 6
325	Behind the Star
650	Angel's Explanation
1000	Unknown Enemy, The Strongest Proof
1250	Prinny Land 4
2500	An Arrogant Betrayal, The Outside Ringer
2750	Prinny Land 5
5000	Prinny Land X
9000	Prinny Land X (LoC Mode)
9999	Tyrant Overlord War

This is a rough guideline as to what level you want to be to clear each of the stages in the Post-Game. That said, your passage through the Post-Game is made much easier if you continue to acquire upgrades and level your equipment.

To-Do List

- Get every training type at the Demon's Dojo to four stars, starting with Weapon Assembly.
- Ensure that all your characters are at their highest rank.
- Get at least one humanoid character to Weapon Mastery level 21 with all eight humanoid weapons.
- Subdue Statistician Innocents and combine them until you have at least one at level 300.
- Buy or loot the best possible Fist.
- Level your characters to 300 in the Item World and by using the Stronger Enemies cheat on various story stages.
- Clear the Cave of Ordeals.
- Use Cave of Ordeals 6 to rapidly level your characters and gather Mana.
- Clear the remaining challenges in the Post-Game up to Prinny Land 5.
- Begin Reincarnating your characters and aim for getting Rank 40 weapons and armor.
- Clear Prinny Land X.
- Clear Prinny Land X in LoC Mode.
- Farm Prinny Land X in LoC Mode for stat points.

First Things First

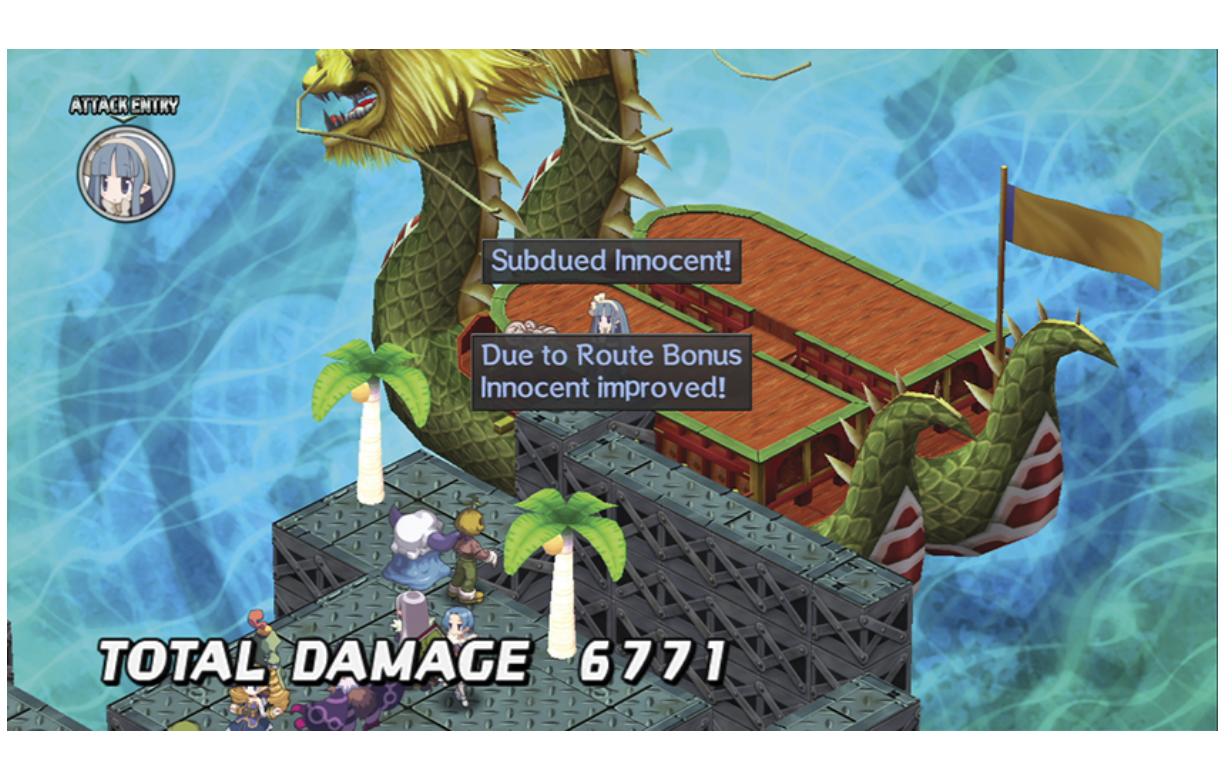


When you enter the Post-Game, take a few minutes to look over the equipment you've accumulated on your trip through the last few stages. Specifically, you're looking for Statisticians, which can show up on anything you found in the field: weapons, armor, accessories, consumables—you name it. I got a level 10 Statistician off a bottle of Hard Liquor once.

When placed in an item, these Innocents provide a 1% bonus to earned EXP for every level they have, to a maximum of 300%. Statisticians are reasonably common, so you're likely to find several of them on your gear. Don't forget to check items that your characters have equipped.

Select a target.
Attack Correction
Change
Rita
+ 0%
Rita
CHECK!
Laharl
Statistician

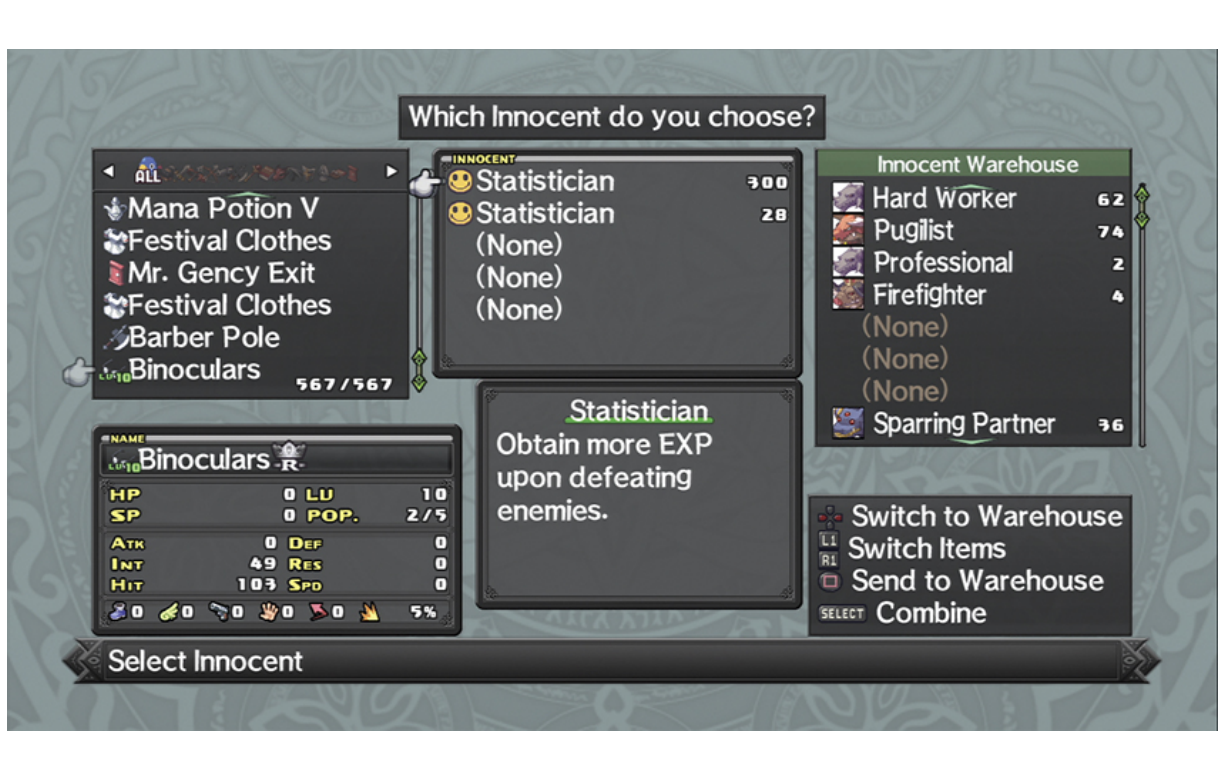
Go into the Item World using these items and subdue as many Statisticians as you can. It's helpful to equip your characters specifically to up your odds of getting to an Innocent before the local enemies do. Equip a couple of pairs of Shoes and bring units that specialize in ranged combat, like Witches, Magicians, Gunners, and Archers.



If you haven't already unlocked all the relevant Item World options at the Cheat Shop, now's a good time to do so. By using Cramped stages and the Innocent route, you'll make quick progress through each level and the Innocents you subdue may end up getting a slight level bonus due to the route.

To kill two birds with one stone, you can use the Stronger Enemies cheat to ensure that the enemies inside even weak items will pose a challenge for you, and thus provide you with useful amounts of EXP, HL, and Mana. This is very easy to overdo, so keep a Mr. Gency Exit at the ready in case you get in over your head.

After every 10th floor, check the Rosen Queen vendor on Innocent Island to see if she's selling gear with more Statisticians on it, then explore those items as well.

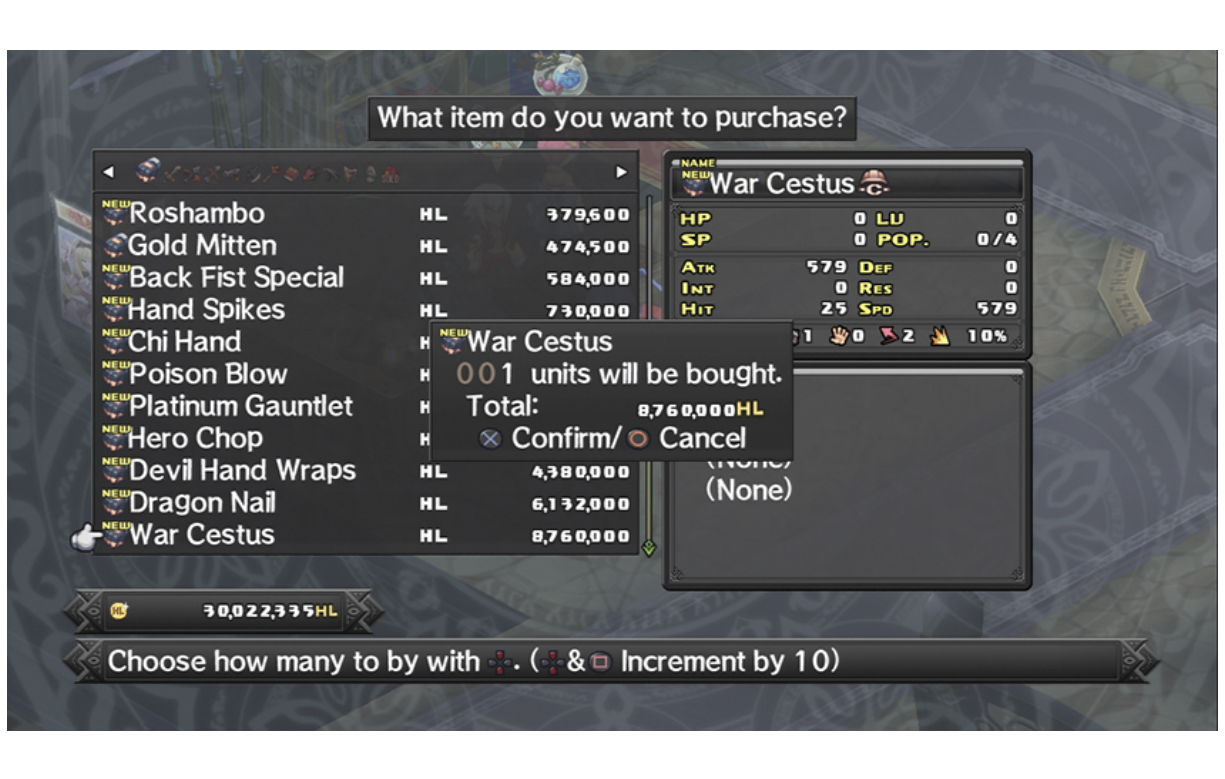


Stow your subdued Statisticians in the Innocent Warehouse. It doesn't matter how weak an individual Statistician is, as every little bit helps, and subduing them doubles their value. You can combine multiple Statisticians in an item or the Warehouse by pressing Select. Once you have a level 300 Statistician, move on to the next step.

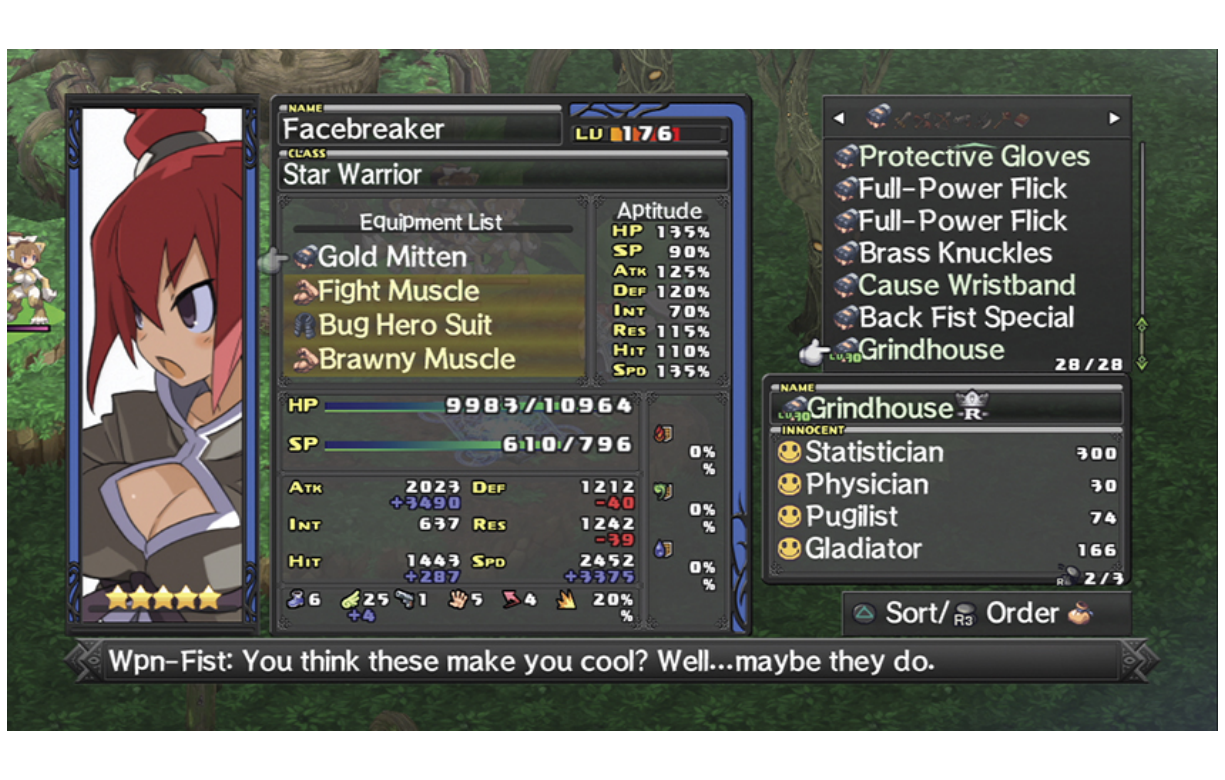
Punch Your Way to Victory

With your maxed Statistician in hand, your next goal is to make a powerful weapon that any character can use to dish out heavy area-of-effect damage. I've chosen a Fist for this purpose because of Big Bang, which is learned at Weapon Mastery level 21 and which hits everything in a nine-panel grid in front of the user. This makes it excellent for quickly burning through clustered groups of monsters, and thus excellent for quickly gaining EXP.

You don't have to use a Fist, of course. Spears work well for this purpose when you learn Magic Comet Slash at Mastery level 21, and after you find the Skill merchant in the Item World, Double Hell Limbo makes a Gun an adequate choice. You can also use a Staff and use appropriately leveled spells (the best grinding stages in the game contain enemies with a serious weakness against Fire spells, so a Magician, Witch or Magic Knight that knows Omega or Tera Fire at a high level can go through them in seconds), or put the Statistician on some armor and let a character use his or her unique Skills. You have a lot of options, as usual, but for right now I'm going to stick with my Fist example for discussion's sake.



Once you have a Statistician at or around level 300, get your hands on the best Fist you can find. If you haven't run across anything better, buy a War Cestus from the Rosen Queen Trading Company.



Install your Statistician on it, along with any other useful Innocents you've subdued along the way. Sparring Partners are particularly handy, as they help to increase the rate at which a character earns Weapon Mastery experience. You can even rename your new weapon in the Item Assembly to reflect its purpose.

At this point, assuming you've done nothing besides find and subdue Statisticians and you haven't been messing around with the Stronger Enemies cheat, your characters could be anywhere from level 110 to 150. You should comfortably be able to clear Orders Received and Cave of Ordeals 1&2.

Aptitude Adjustment

STAGE CLEAR
Etna
Aptitude has increased!

You only gain access to Weapon Assembly training at the Dojo in the Post-Game, and while working with it is a slow and random process, it remains worthwhile. A character that's signed up for Weapon Assembly has a chance to randomly gain points in his or her Aptitudes after you successfully clear a stage. These points are permanent, persist through Reincarnation, and cap out at 300%. When combined with the massive stat values you can wring out of endgame equipment, improving a character's Aptitudes has some of the most immediate benefits of anything you can do.

At four stars, Weapon Assembly has a chance to give a character +10% to a randomly chosen Aptitude at the end of a stage. This is unreliable and you may end up running into an unlucky streak (I have a Fight Mistress that got nothing but INT bonuses), but you'll be clearing stages by the dozen in the Item World anyway. Weapon Assembly is thus your best bet for reaching 300% with your Aptitudes.

Leveling up a training type, requires you to clear stages with characters who are signed up for the training in question, and the Item World doesn't count. To get Weapon Assembly to four stars, you must sign a character up for it and clear 100 stages with him or her on the field.

Let's make that clear just to avoid potential confusion: as far as training goes, leveling from a stage and a character benefiting from training after a stage are two different things. You can clear a hundred floors in the Item World and not get Weapon Assembly to its next rank, but any character that's signed up for it still has a chance to gain Aptitude after each floor.

Nose to the Grindstone

The following are some helpful suggestions for entry-level grind spots while you're still new to the Post-Game. You can use these to grind Weapon Mastery, level up Special Skills, and make progress toward new training levels while you're working on getting to level 300. Naturally, most of these stages feature enemies that are well below your level at this point, but that's what the Stronger Enemies cheat is for.

In an ideal scenario, you should be able to use these stages to get four stars on all the training types at the Demon's Dojo, as well as for getting your humanoid characters enough Weapon Mastery to unlock their sixth Weapon Skills.

Frightening Forest

Accuracy
Change
Fiona 99%
Rita 99%
18dm
Rachael
Fiona

This isn't as ideal as it could be, but the Nekomata begin this stage on Geo Panels that give them EXP +50%, Mana +50% and Enemy Boost +50%. If you have the firepower to punch through that boost or you set the Nekomata up by casting debuffs like Armor Break, this is nonetheless one of the best places in the early Post-Game to level up quickly. The Nekomata also have a –25% vulnerability to Ice and Fire spells that sets them up nicely for leveling spellcasters.

Silver Witch/Death Scream Chorus

ATTACK ENTRY
12238
TOTAL DAMAGE 12238

These stages are small, they have no additional complications such as Geo Panels, and they're populated by Dragons, which have a massive vulnerability to Ice spells. This makes them an excellent place to level spellcasters and Weapon Mastery with Staves. You'll have to apprentice some characters, such as Flonne, to a Magician or Sea Angel to teach them Ice, but it pays off with the bonuses to Heal spells from high Weapon Mastery.

Ticket Booth

TICKET BOOTH
TICKET BOOTH
2910
816

There aren't any EXP or Mana multipliers inherent to this stage, but the Fight Mistress in the back is standing on a Clone Geo Panel. If you position your characters on the blue Geo Panels halfway across the bridge to benefit from the DEF +50% and Recovery +20% Geo Panels there, you can level up your Weapon Mastery and Special Skills by beating on the final Fight Mistress's infinite number of Clones.

Tip

The Hidden Weapons

In addition to the Elder Spear, there are two hidden weapons in the game that are very useful in the early Post-Game.

Longinus: Get a character to a Weapon Mastery of 25 with Spears, remove his or her weapon, and talk to Zommie in the Castle Library during the Post-Game.

Pure Stick: In the Post-Game, get a character at five hearts of Likability with Pure Flonne and speak with her in the Castle.

Inner Sanctum

ATTACK ENTRY
Mega Fire

Like Silver Witch and Death Scream Chorus, Inner Sanctum is useful because it has no Geo Effects or terrain issues. It also features five Zombies, which you can obliterate in a turn or two with Fire spells or Fire-based Skills like Blazing Knuckle. Once you have a Book user who has learned the Baskervilles spell, it can wipe out all five Zombies in one shot.

Concert Stage

ATTACK ENTRY
Gone with the Cotton

All five of the Living Armors on this stage are initially standing on Geo Panels with a Hell +50% bonus, and the first three are positioned in a straight line directly in front of the base panel, ready to be knocked down for easy money.

The First Goal

Once your characters are all at or around level 300, you have enough firepower to get through Netherpower Struggle, Mysterious Girl, Red Overlord Search, and the rest of the Cave of Ordeals. You should also be able to reach and defeat the Item King on the 30th floor of your Statistician-enhanced Fist, upgrading it to rare quality.

When you return to Cave of Ordeals 6 after clearing it, you'll find that it's filled back up with level 300 Rahabs standing in tight formation on EXP +100% and Mana +100% Geo Panels. Every other grind spot in the game instantly becomes obsolete.

This is why we built that Fist. By installing our level 300 Statistician on the Fist and teaching its wielder Big Bang, most characters will be able to walk into Cave of Ordeals 6 and blow up at least the first six Rahabs in a single turn. You may have to supplement this at first with equipment and spells that boost ATK and SPD, but before too long, even characters like Thieves and Clerics can be punching out sharkmen with the best of them. Monsters can benefit from the EXP multiplier on the Fist by giving the Fist-wielding character a ride. This keeps you from using Weapon Skills, but you can still use Mounted Skills, many of which hit in a wide area comparative to Big Bang.

By teaching your characters Big Bang via apprenticeship and switching the Fist between the members of your roster (or swapping out the Innocent), you can use Cave of Ordeals 6 to level faster and more efficiently than you can in any other location in the game. As you begin to outlevel the Rahabs, you can turn up their level in the Cheat Shop to ensure that they're still worthwhile. Don't go nuts with the Stronger Enemies cheat; just bump them up a star at a time until you're once again racing through levels.

With Cave of Ordeals 6, the game gets blown wide open. By using your level 300 Statistician, adjusting the Obtain Rate for EXP in the Cheat Shop, changing up your training at the Demon's Dojo (you'll want to be using Weapon Assembly most of the time, but there's no reason not to use Punching Bags, Weapon Maintenance, or Battle Royale, depending on what you're working on at the time), passing the Triple EXP bill in the Dark Assembly, and bringing along a Sea Angel with the Happy Song Evility to stand by the base panel while your other characters clean house, you can earn EXP and Mana quickly and smoothly.

You should have no trouble getting the levels you need to reach to clear the remaining stages in the Post-Game. In fact, if you stack all the EXP modifiers together at once and keep turning up the Enemy Strength, getting a single character straight up to level 9,999 using the Cave of Ordeals 6 grind is faster than it was in any past Disgaea game.

Harder, Better, Faster, Stronger

The farther you get into the Post-Game, the better your options at the Cheat Shop. With every stage you clear, you receive more points to allocate to your Obtain Rate. As you clear stages, be sure to allocate those points as needed. Weapon Mastery and Special Skill experience are both crucial to performance at high levels and don't have as many potential multipliers as EXP, so they're always a good pick.

This table assumes you are clearing the stages in the Post-Game in roughly this order. If you break the sequence (or even if you don't), the rewards do not behave in any predictable way; you will still get bonus CP and a higher ceiling on the Obtain Rate, but the precise amounts will vary tremendously.

Stage Cleared	Maximum Obtain Rate	Bonus CP	Product Rank
Orders Received	250%	50	-
Netherpower Struggle	350%	50	-
Red Overlord Search	-	50	-
Behind the Star	450%	50	-
Angel's Explanation	-	50	-
The Strongest Proof	500%	100	11
The Outside Ringer	600%	100	-
Prinny Land X	700%	100	-
Prinny Land X, revisited	800%	-	12

Reincarnation

Reincarnation is a useful way to power up your characters, but it works best when you have the ability to rapidly acquire EXP and Mana. Cave of Ordeals 6 provides that. You can give a character a surprisingly quick boost by rushing through five Reincarnations in sequence, thus getting a 25% across-the-board boost to Aptitudes.

The best way to get a character back up to speed after a Reincarnation is probably to have them hop on the back of an appropriately leveled monster and use Mounted Skills in Cave of Ordeals 6, which should get them hundreds of levels in no time at all.

At higher gear levels (say, if you have a level 100+ God Killer or its equivalent), you can confidently expect that a level 1 character still has enough stats just from his or her equipment to take on a couple of the Rahabs in Cave of Ordeals 6 and win.

The Best Weapons and Armor

In a lot of CRPGs, you would find the best weapons and armor in the game by defeating obscure enemies, solving puzzles, or doing something bizarre or counterintuitive in a hidden corner of the world. Here ... not so much.

The weapons and Armor in D2 work off a Rank system that's mostly under the hood, but which is a big part of obtaining upgrades. At the start of the Post-Game, you can buy up to Rank 33 weapons and armor at Rosen Queen, and exploring those items in the Item World is key to getting your hands on better gear.

RANK	Fists	Swords	Spears	Bows	Guns	Axes	Staves	Books	Monster Weapons	Monster Emblems
1	Cause Wristband	Common Dagger	Fake Spear	Old Bow	Bamboo Water Gun	Rusty Axe	Sort of Staff-Like	Ripped Scrap Book	Cicada Husk	Humiliating Emblem
2	Rubber Gloves	Short Sword	Gatekeeper Spear	Wooden Bow	Junk Shooter	Lumberjack Axe	Magic Rod	Business Planner	Paw Gloves	Weakling Emblem
3	Slap	Falchion	Short Spear	Short Bow	Auto Shock	Nailed Bat	Glass Wand	Fun With Magic	Curved Nail	Depraved Emblem
4	Brass Knuckles	Gladius	Bardiche	Technical Hunter	Dolphin SP	Wooden Hammer	Magician's Wand	Prinny Book	Umbrella Bat	Colt Emblem
5	Full-Power Flick	Bastard Sword	Corseque	Beast Bow	Netherworld Mk 4k	Hardened Bat	Pixy Rod	Jewel Lithograph	Fawn Horn	Cunning Emblem
6	Protective Gloves	Khukuri	Halberd	Long Bow	Silver Hawk	Barber Pole	Undead Staff	Magic Diary	Slime Mucus	Sacrifice Emblem
7	Father's Fist	Hell Saber	Crosspike	Mechanical Bow	Hyper Blaster	Warrior Axe	Staff of Marriage	Demon Text Book	Jelly Fish Needle	Sitcom Emblem
8	Elbow Drop	Machete	Battle Fork	Nature Bow	Welrod	Plated Axe	Conchiolin	Gremlin Tales	Cobra Twist	Skeleton Emblem
9	Crap Beater	Dragon Blade	Warrior Spear	Skeleton Bow	Double Derringer	Bronze Axe	Jewel Scepter	Demon Beast Fossil	Porcupine Needle	Danger Emblem
10	Bare Knuckles	Bane Sword	Naginata	Thorn Bow	Marshal Echo	Labrys	Elf Staff	Mononoke Deck	Wolf Fangs	Third Eye Emblem
11	Weakness Chop	Mail Breaker	Bec de Corbin	Assassin Bow	Gehenna 600	Greedy Hatchet	Demon Wand	Hieroglyphics	Suspicious Tentacle	Courage Emblem
12	Open Hand Push	Wild Dagger	Obsidian Spear	Wind Hunter	Eagle Bison	Shaman Axe	Beat Stick	Poison Butterfly	Bull Horn	Eerie Emblem
13	Kakute	Ninja Sword	Fangvergnugen	Bird Bow	Heat Wave Gun	War Hammer	Jungle Stick	Book of Evolution	Bear Claw	Secret Emblem
14	Cross-Counter	Big Snake	Thunder Spear	Golden Hunter	Vapor Killer	Dwarf Axe	Prinny Staff	Rune Bible	Rose Whip	Greedy Emblem
15	Bagh Nakh	Berserker	Elf Spear	Miracle Bow	Beam Gun	Lovely Edge	Inspiring Staff	Magic for Morons	Tiger Fang	Flame Emblem
16	Hand Power	Chidori	Skull Lance	Shadow Arch	Sky Maiden Gun	Gold Crusher	Mesmerizing Staff	Sun Monolith	Jack-o'-Lantern	Impure Emblem
17	Shamrock Gloves	Evil Saber	Demon Pinner	Grudge Bow	All Finger Fistcount	Guillotine Axe	Emerald Staff	Supernatural Tales	Alligator Bite	Devilish Emblem
18	Mack Gloves	Sword of Damocles	Wind Spear	Sweet Fairy Bow	Dead Chaser	Crimson Fire Stick	Shiny Staff	Witchcraft	Mythic Beast Horn	3 Star Emblem
19	Doctor Claws	Auto-Cleave	Evil Star Spear	Slypheed	Hell Grenade	Metal Slasher	Kamikaze Staff	Book of Secrets	Undead Embrace	Madness Emblem
20	Ninja Claws	Man Eater	Hungnir	Jadeite Bow	Space Magnum	Wing Axe	Pretty Rod	Necromancy	Mad Dinosaur	Dark Emblem
21	Katar	Alberich	Valkyrie Spear	The Thornicator	Photon Burst	Evil Butterfly Axe	G.H.O.B.A.G.	Mandate of Heaven	Demon Hand	Spirit Emblem
22	Fist Blades	Demon Cutter	Fallen Angel Spear	Evil Killer	Malicious	Guilty Axe	Mermaid Staff	Darkness Tablet	Wyvern Wing	Unexpected Emblem
23	Roshambo	Flare Saber	Aura Javelin	Master Bow	Wing Blaster	Aura Axe	Staff of Happiness	Sacred Scriptures	Pegasus Hoof	Heretic Emblem
24	Gold Mitten	The Doodbringer	Sea God Trident	Evil Tree Bow	Hazardous Corpse	Pahoehoe	Eclipse Wand	Anti-Evil Lithograph	Mermaid Harp	Mystery Emblem
25	Back Fist Special	Blutgang	Dark Trident	Mangado Bow	Commando	Aethyr	Dream Staff	Phalaenopsis Dream	Demon Claw	Gold Emblem
26	Hand Spikes	Gram	Snake Spear	Barbatos	Psycho Gun	Enforcer	Contract Staff	Book of Death	Griffin Beak	Dark Knight Emblem
27	Chi Hand	Boulder Breaker	Ziegfried	Crow Bow	Pile Bunker	Sedona Axe	Solid Impact	Sephirot	Golem Punch	Chastity Emblem
28	Poison Blow	Chaos Knife	Tonbogiri	Arjuna Bow	Stress Reliever	Daedalus War Axe	Sorcerer Rod	Mystic Doctrines	Spider's Curse	Surprise Emblem
29	Platinum Gauntlet	Moral Blade	Marte	Prometheus	Gjallarhorn	Violence Edge	Prinny Staff X	Evil God Grimoire	Jaws of Cerberus	Earth Emblem
30	Hero Chop	Murasame	Blue Stinger	Silver Wind Bow	Volcanic Fire	Axe of Despair	Amduscias	iVil Pad	Geo Blade	Happy Emblem
31	Devil Hand Wraps	Joyeuse	Ruin Spear	Secret Skill Bow	Titania	Earthquaker	Rune Staff	Abyssal Gate	Kraken Tentacles	Goddess Emblem
32	Dragon Nail	Caladbolg	Geironul	Hitman Bow	Lightning Laser Gun	Amazoness	Wizardry	Illustrated Scroll	Nightmare's Neigh	Fiery Emblem
33	War Cestus	Mistilteinn	Pinaka	Sky God Bow	Hammer Gun	Garuda Axe	Summon Luminas	Holy Book of Ra	Hydra Bind	Phoenix Emblem
34	Death Grip	Verethragna	Rugal Spear	Stymphalia Bow	Aurvangr	Ukonvasara	Dark Nebula	Aphrodite	Dragon Tail	Carnage Emblem
35	Galactica	Excalibur	Wrong Burgundy	Odysseus Bow	Omega Phaser	Lunatic Axe	Holy Goddess Staff	Gorgon Stone	Half a Phoenix Wing	Illusion Emblem
36	God Killer	Ullikummi	Gungnir	Sagittarius	Pulse Cannon	Ragnar	Ganesha Staff	Garuda Legend	Enigma	Dragon God Emblem
37	Zodiac	Exodus	Overlord's Spear	Gandiva	Crusader	Gilgamesh	Tupac Yauri	Dantalion	Devil Matrix	Undead Emblem
38	God Finger	Frey	Leviathan	Drake Hunter	Overlord's Gun	Lightning Axe	Thyrsus Staff	Necronomicon	Uroborus Ring	Enma Emblem
39	Ultimus	Yoshitsuna	Glorius	Lovely Cupid	Marduk	Britomartis	Mercurius	Book of Eibon	Makai Wars	Awakening Emblem
40	Cosmo Infinity	Baal Sword	Drill Emperor	Tsukiyomi Bow	Absolute	Tezcatlipoca	Genesis Wand	Altima	Baal Stigma	Legend Emblem

RANK	Armor	Belts	Shoes	Orbs	Glasses	Muscles	Special Treasures
1	Amulet	Power Belt	Slippers	Common Orb	Glasses	Brawny Muscle	Imperial Seal
2	Pot Lid	Exertion Belt	Cross-Trainers	Psycho Orb	Binoculars	Kung-Fu Muscle	Dark Rosary
3	Silk Cummerbund	Energy Belt	Ninja Tabi	Dark Orb	Nerd Glasses	Spirit Muscle	Devil Ring
4	Safety Helmet	Beastly Belt	Falcon Shoes	Bloody Orb	Plastic Nose	Fight Muscle	Feather Token
5	Homemade Sweater	Aura Belt	Aero Sneakers	Astral Orb	Opera Glasses	Ace Muscle	Sophia's Mirror
6	Festival Clothes	Spirit Belt	Winged Boots	Lunar Orb	Nightvision	Victory Muscle	Pravda Pendant
7	Buckler	Bravery Belt	Angel's Shoes	Royal Orb	Crosshair	Dream Muscle	Royal Ring
8	Bug Hero Suit	Black Belt	Accelerator	Holy Orb	Foresight	World Muscle	Testament
9	Gas Mask	Ubermensch	Proper Vernier	Chaos Orb	Destiny Lens	Star Muscle	Exodus
10	Knifing Vest	Orion's Belt	Barefoot X	Universal Orb	Providence	Cosmo Muscle	Arcadia
11	Kendo Gear	—	—	—	—	—	Trapezohedron
12	Kite Shield	—	—	—	—	—	—
13	Magical Vest	—	—	—	—	—	—
14	Bikini Armor	—	—	—	—	—	—
15	Great Helm	—	—	—	—	—	—
16	Hustler Jacket	—	—	—	—	—	—
17	Magical Tricorn Hat	—	—	—	—	—	—
18	Dandy Gown	—	—	—	—	—	—
19	Elegant Coat	—	—	—	—	—	—
20	Scalemail	—	—	—	—	—	—
21	Breastplate	—	—	—	—	—	—
22	Duralumin Shield	—	—	—	—	—	—
23	Willpower Suit	—	—	—	—	—	—
24	Brigandine	—	—	—	—	—	—
25	General's Helm	—	—	—	—	—	—
26	Happy Cape	—	—	—	—	—	—
27	Robe of the Magi	—	—	—	—	—	—
28	Metal Jacket	—	—	—	—	—	—
29	Nine Tail	—	—	—	—	—	—
30	Angel Shield	—	—	—	—	—	—
31	Dragonmail	—	—	—	—	—	—
32	Venus Dress	—	—	—	—	—	—
33	Achilles Shield	—	—	—	—	—	—
34	Orichalcum Armor	—	—	—	—	—	—
35	Death's Breastplate	—	—	—	—	—	—
36	Aegis Shield	—	—	—	—	—	—
37	Overlord's Cape	—	—	—	—	—	—
38	Nirvana	—	—	—	—	—	—
39	Superalloy Suit	—	—	—	—	—	—
40	Invincible Aura	—	—	—	—	—	—

Accessories don't use exactly the same Rank system, as you can see, but the same linear progression applies.

In normal mode, when you reach the 100th floor of a legendary-quality item, the Item God will always be equipped with the next-best item in that category. For example, the Item God in a legendary Pinaka will always be wielding a Rugal Spear. Thus, even if you have no luck whatsoever with drops, you always have the option to find the best weapons and armor in the game simply by making long expeditions into the Item World.

Exploring the Item World is a dangerous proposition, as the enemies' level scales very quickly as you descend to the lower floors. Even in a Rank 33 weapon, the 30th-floor Item General is typically around level 320, and the Item God can be as high as level 1050.

The rewards, on the other hand, are significant. As you get to the lower floors of an item, you can steal increasingly powerful weapons and armor from the enemies you encounter, so you're almost guaranteed to come out of an Item World crawl with multiple upgrades—which you can then use to make more Item Worlds, where you'll find even better equipment. It's a vicious cycle, but a profitable one.

As a rule, try to ensure that your characters are using Rank 35 weapons and armor or higher by the time you reach An Arrogant Betrayal, and Rank 39 weapons and armor when you revisit Prinny Land. The more levels that are on that gear and the better-quality it is, the better off you'll be.

Tip

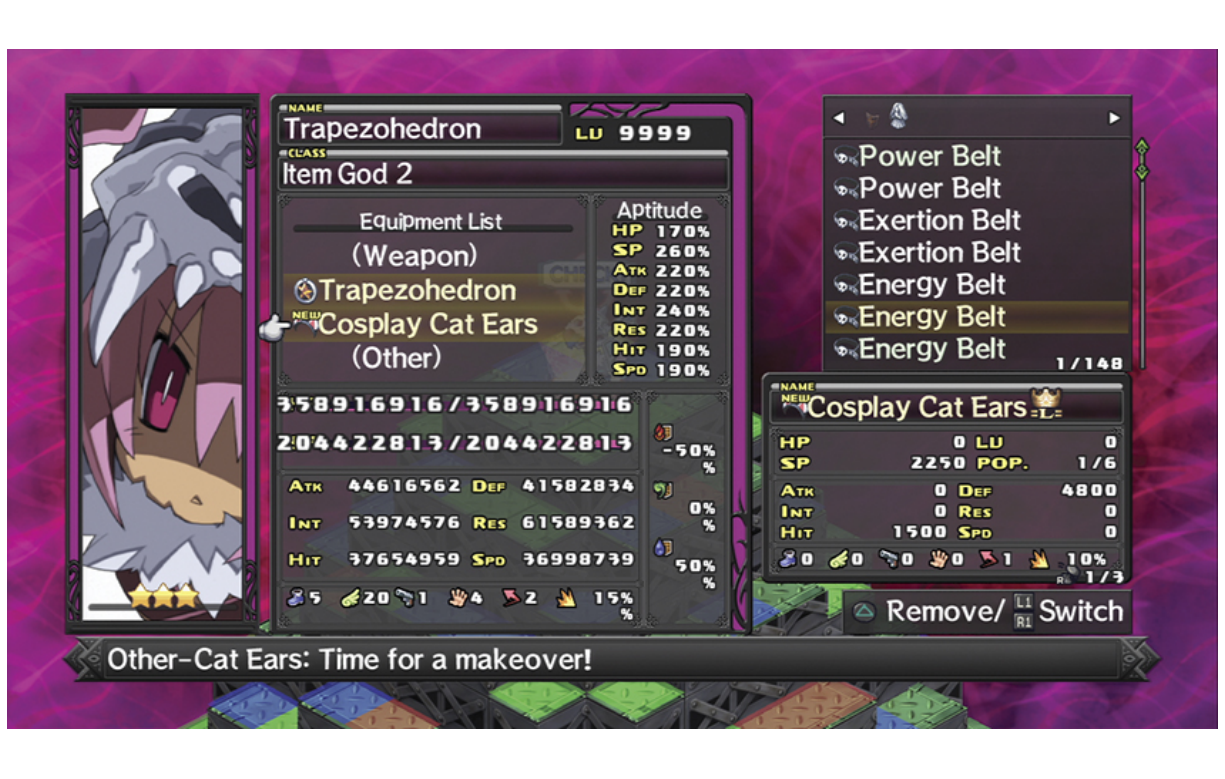
Gotta Catch Most of 'Em

While you're in the Item World, keep a special eye out for Pharmacists, Coffee Makers, Medicine Men, Psychologists, and Social Workers. These uncommon Innocents each give a character 1% resistance to a specific status ailment for every level they have, and thus provide complete immunity at level 100.

Status ailments aren't that big of a deal under ordinary circumstances, but you need to be able to provide at least one character with total immunity by the time you reach the Post-Game's final boss.

The Ultimate Weapon (We Mean It This Time)

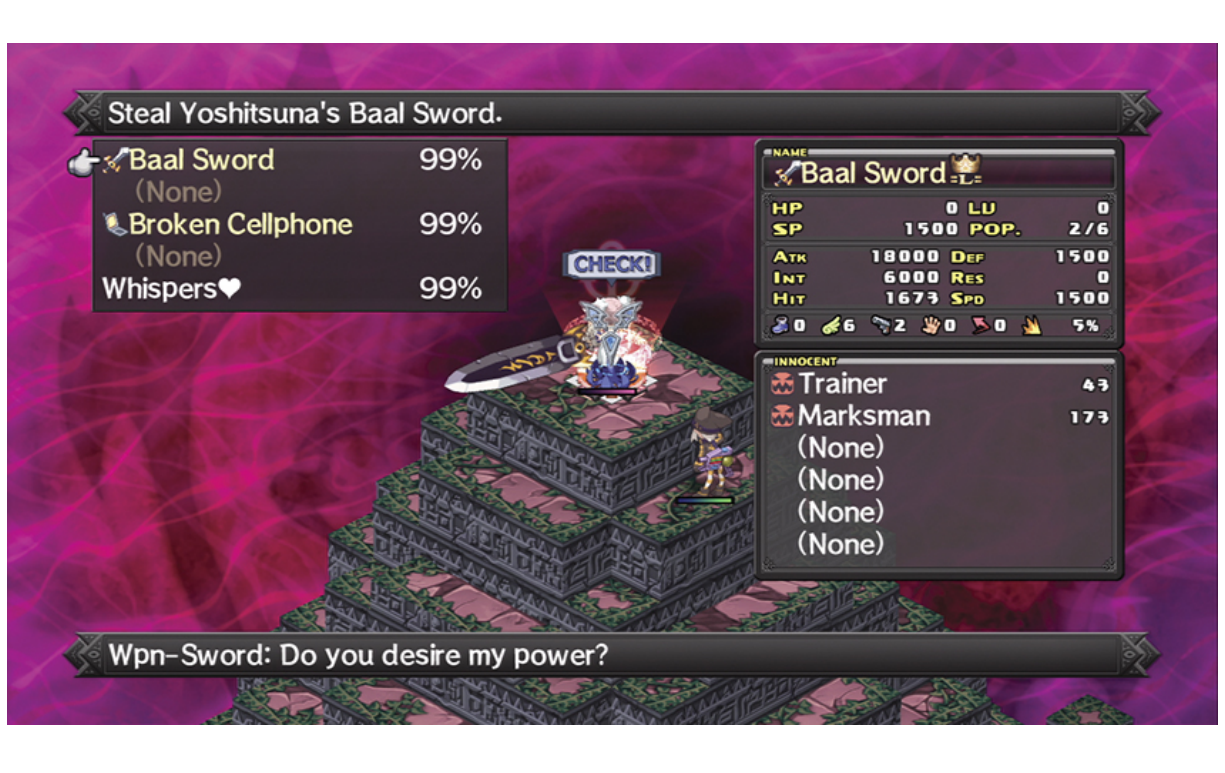
In normal mode, you can find weapons and armor as high as Rank 39 by going into the Item World, but that's all. Rank 40 weapons, as well as the Invincible Suit and Trapezohedron, can only be found by making an Item World run with their Rank 39 equivalents in LoC Mode. For the Trapezohedron, that means using an Arcadia.



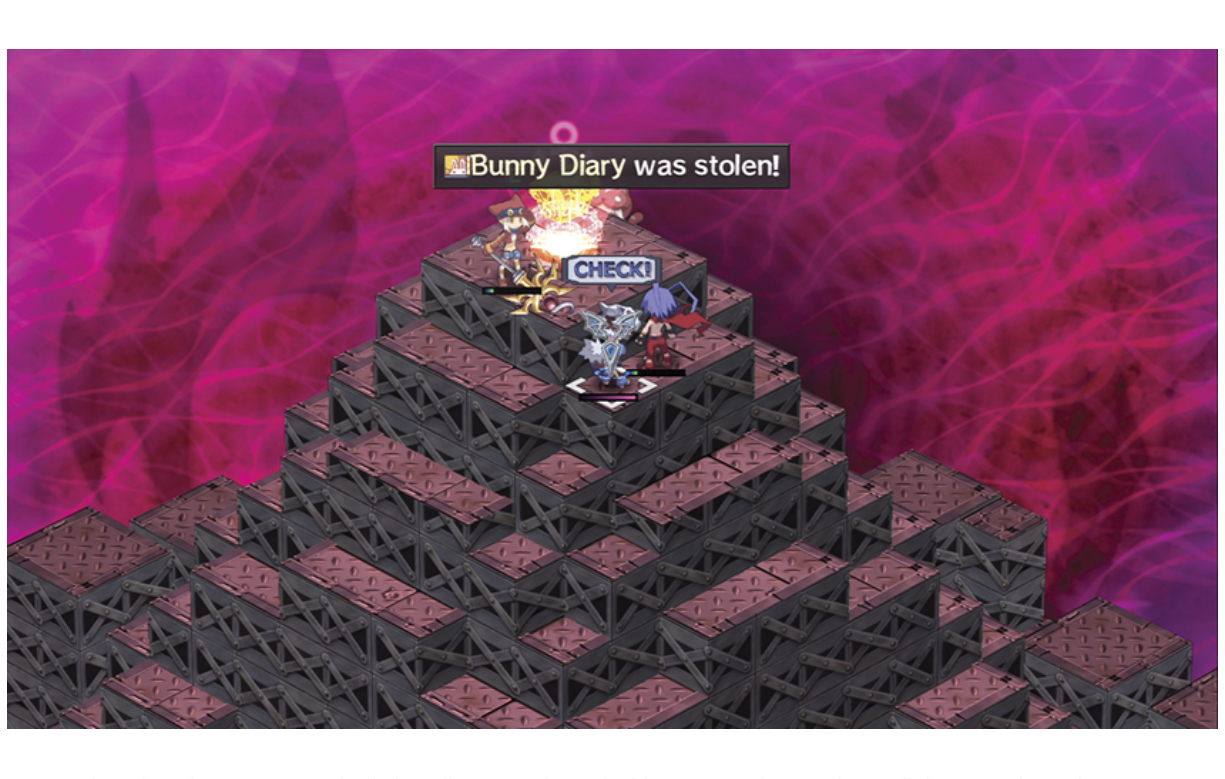
When you reach that Item World's 100th floor with LoC Mode on, the Item God waiting for you at the end will be wielding a legendary-quality Rank 40 weapon and using at least one rare or powerful accessory. He will also most likely be level 9,999, because LoC Mode is on. If you do not have LoC Mode on, the Item God will not have a Rank 40 weapon.

You can cheat a bit on your way to the 100th floor by leaving LoC Mode off, then using a Mr. Gency Exit on the 99th floor to warp back to Laharl's Castle. The item you used to make the Item World will be replaced in your inventory and your progress through its Item World has been saved, so you can go turn LoC Mode on at the Cheat Shop, then go right back and face the Item God on the 100th floor to get his weapon.

Baal Sword 0%
(None)
Broken Cellphone 0%
(None)
Whispers♥ 99%
183dm
CHECK!
Candy
Yoshitsuna



The next challenge, once you're able to reach the Item God in question, is stealing its gear. It's nearly impossible at any level for a Thief to steal an object from an equal-level enemy unit face to face, but with the bonus from a back attack, a level 9,999 Thief should have a 99% chance of success when trying to steal from an Item God.



Item Gods with rank 40 weapons also habitually carry other valuable items, such as Broken Cellphones and Cosplay Cat Ears. With the exceptions of the Prinny Suit and Super Time Engine, you can find every piece of rare equipment in the game on the Item Gods of Rank 40 weapons and armor.

Using a Rank 40 item or a piece of rare equipment, such as the Broken Cellphone, to create an Item World in LoC Mode will lead you to an Item God that is carrying another copy of the same Rank 40 item. Once you've got one, you can use it to make as many copies as you want.

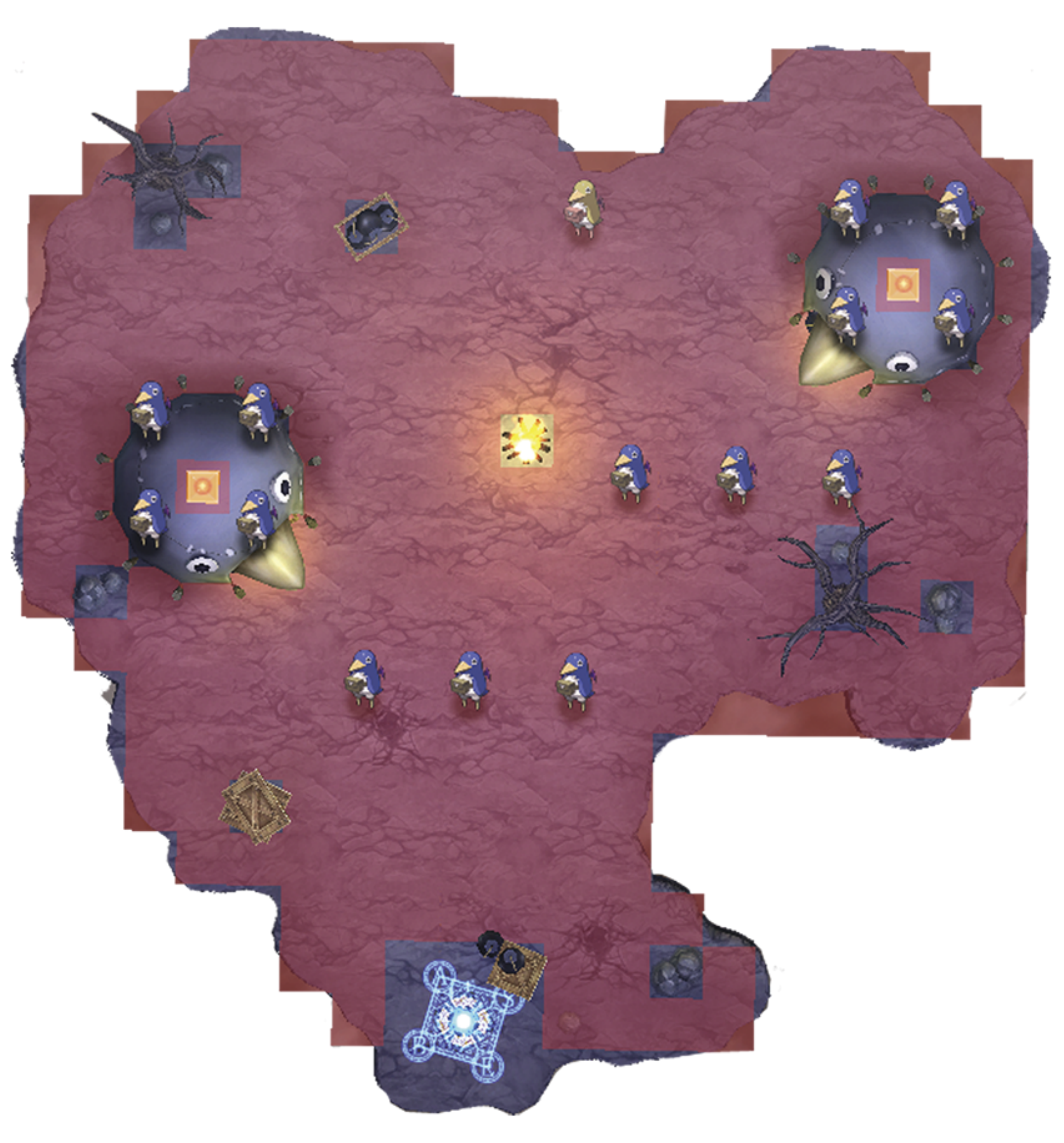
Detour: Prinny Land

[Prinny Land!] was approved!
OK
AYE
NAY

The first three stages in Prinny Land can be accessed as early as Episode 8, when you can first propose the Prinny Land bill in the Dark Assembly. The bill costs 1,000 Mana, but you shouldn't have any trouble getting it past the Senate.

This opens up Prinny Land as a "Detour" on the Dimension Guide's menu. Unlike the other Detours, Prinny Land is a permanent addition to your list of destinations, and you can rerun each stage as often as you like. Just as in each Episode, however, you must work your way into Prinny Land one stage at a time.

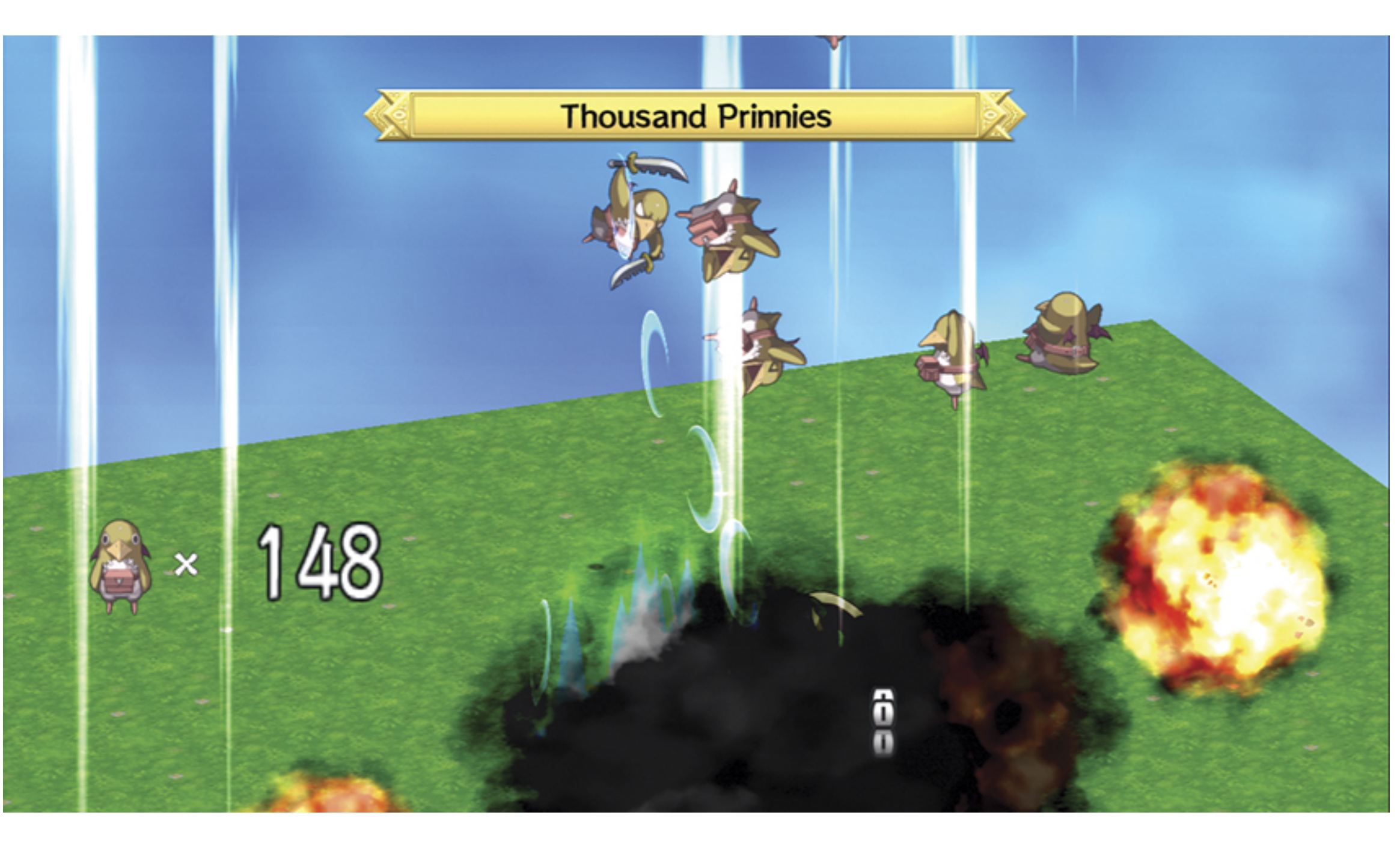
Prinny Land 1



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Pvt. Prinny	45	12	Explosive Body	Wyvern Wing	Duralumin Shield	Prinny Blizzard, Prinny Dance, Bomber Dood, Speed Boost
Col. Prinny	50	1	Explosive Body	Wyvern Wing	Duralumin Shield	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Bomber Dood, Speed Boost

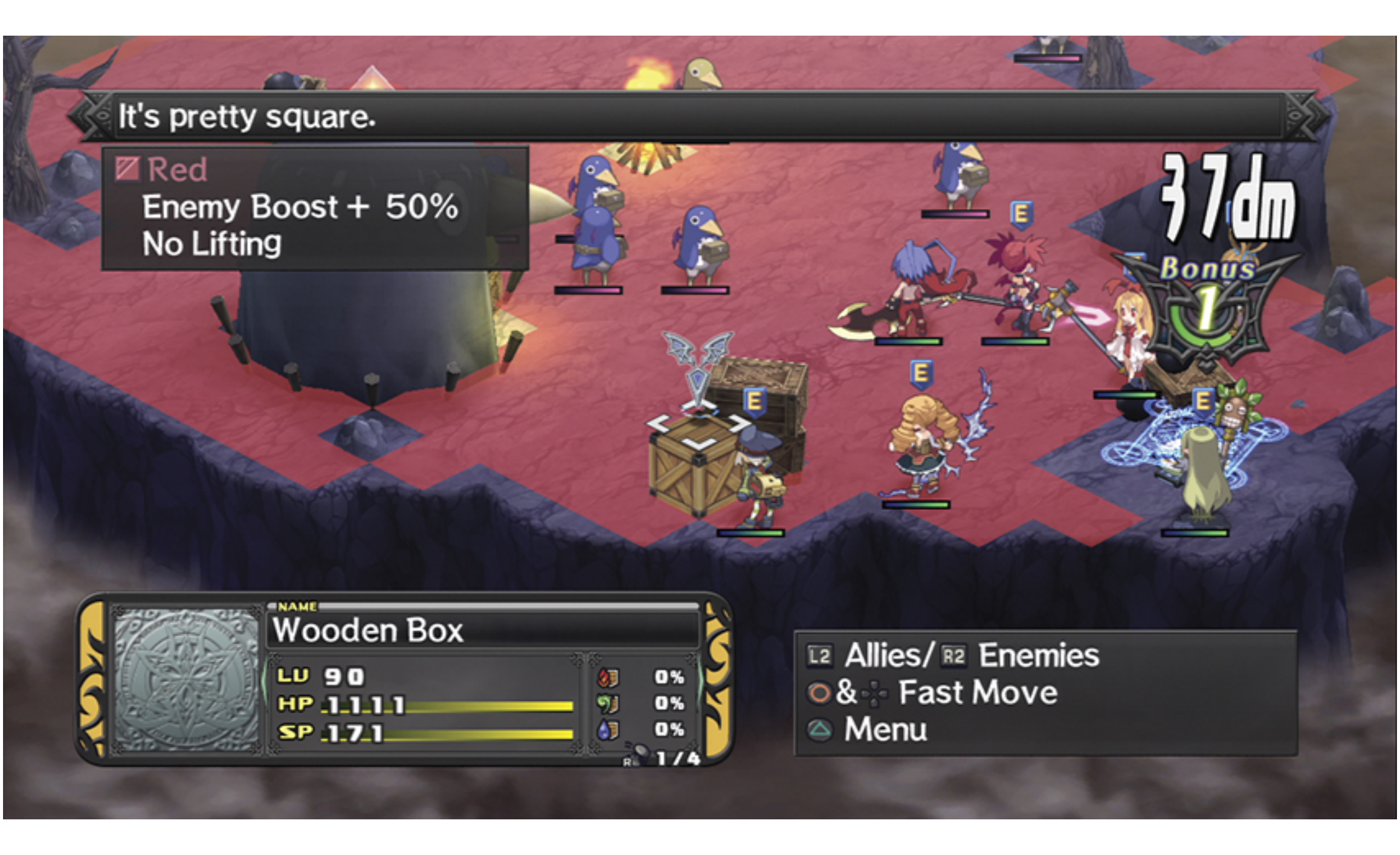
Geo Symbol	Geo Effect	Destroy
Null #1	Enemy Boost +50%	Clear
Null #2	No Lifting	Clear

A level 45 Prinny is a deceptively dangerous opponent, particularly when it's enjoying the benefits of an Enemy Boost +50% Geo Effect. The same Geo Panels also have a No Lifting Effect on them, so you can't simply throw the Prinnies around to clear this stage.



There are a couple of ways you can go here. One is to treat Prinny Land 1 like a standard fight. The six Prinnies at ground level will rush you on their first turn, while the ones atop the Prinny houses will spend their first action to buff themselves and each other with Speed Boost. After that, they'll charge you and you'll suddenly be waist-deep in angry, undead penguins. As I learned in college, this is only fun once.

Fortunately, even if you can't throw them, Prinnies retain their heavy weakness against Fire-based attacks. You can also lure them over by your base panel, wait until they cluster up, then throw one of your Prinnies (who's standing on your base panel to dodge the No Lifting Effect) to take out a bunch of enemy Prinnies at once. No matter how much damage it takes on paper, a Prinny that's caught in the explosion from another Prinny will also explode.

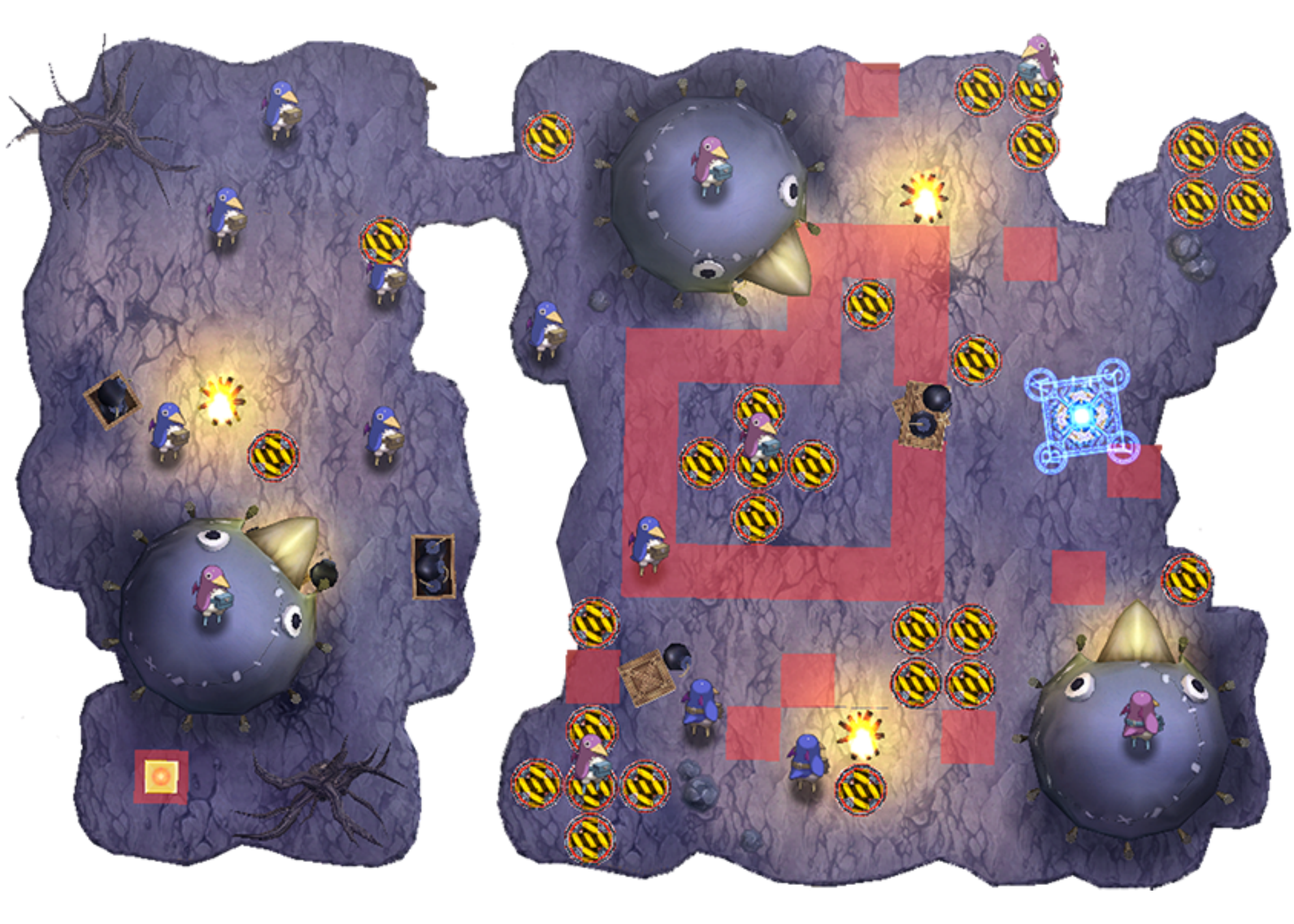


Another tactic you can use is to destroy one of the two Null Symbols that are providing the problematic Geo Effects. This is made harder than you'd think by their altitude, as almost all the attacks you have don't have the vertical range to hit the Null Symbols from ground level. If you bring a Thief to use Create Box a couple of times, this can provide enough elevation for an Archer with the Sniping Evility, a Gunner, or an offensive spellcaster with a Staff to take out the closest Null Symbol. This should cause a large Geo Chain that wipes out all the Geo Panels on the map, but also allows you to clear out the rest of the Prinnies by simply throwing them at each other.

Map Events

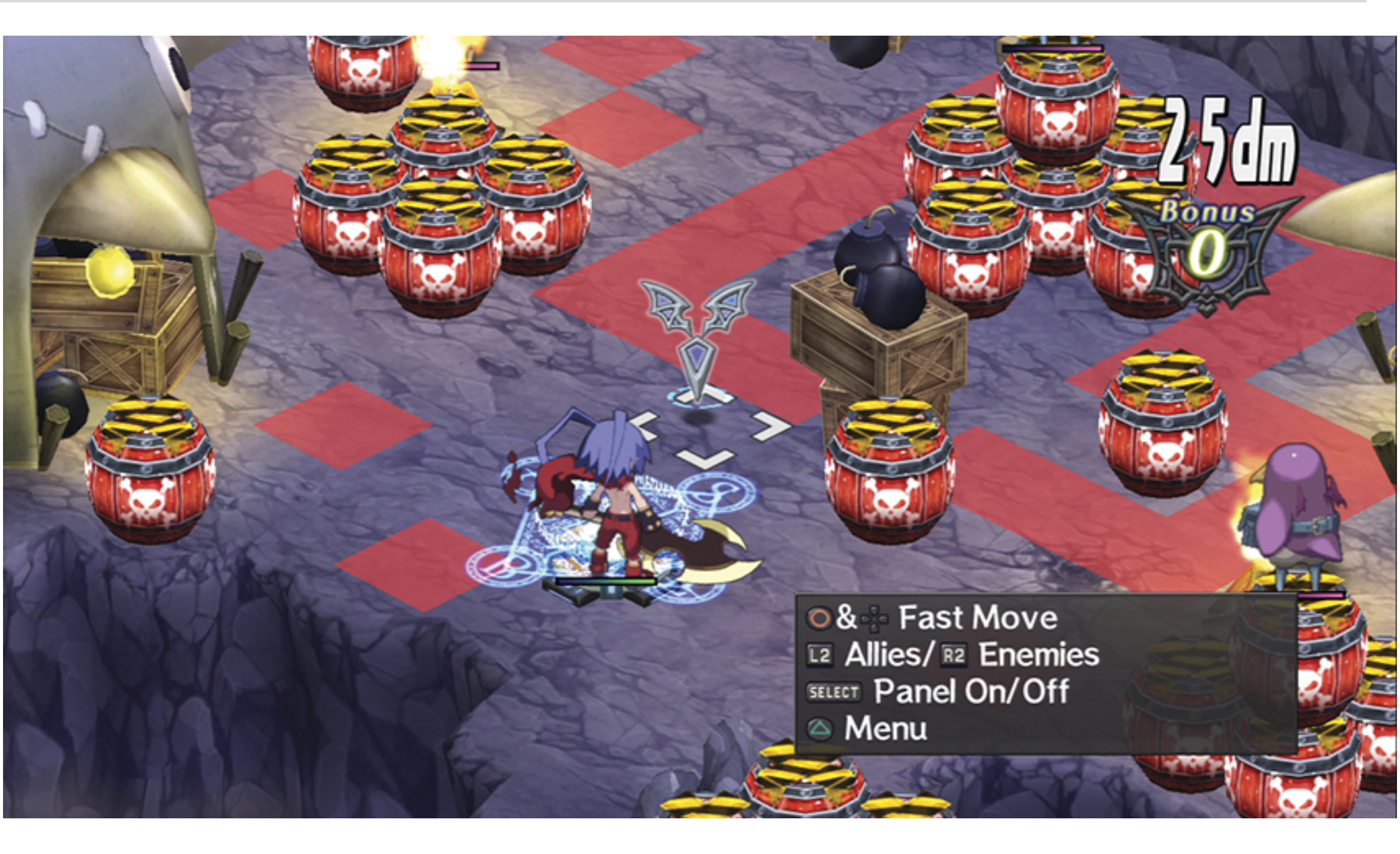
- Have Laharl attack an enemy Prinny.
- Make sure Flonne is standing next to an enemy Prinny at the start of your turn.
- Move Etna next to an enemy Prinny, then move Sicily into a square next to Etna as if you were setting up a Team-Up Attack.

Prinny Land 2



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Pvt. Prinny	45	6	Explosive Body	Wyvern Wing	Duralumin Shield	Prinny Blizzard, Prinny Dance, Bomber Dood, Speed Boost
Cpt. Prinny	45	6	Cross Bomber	Wyvern Wing	Duralumin Shield	Prinny Blizzard, Prinny Dance, Bomber Dood, Speed Boost

Geo Symbol	Geo Effect	Destroy
Null	Bye-Bye Panel	Clear



When you put the cursor over one of the dozens of Bombs found on this stage, the tooltip simply says "DO NOT THROW!" When you inevitably ignore that warning, you will find that a thrown Bomb sends out a wave of explosive force in four straight lines away from the point of impact, much like a thrown Prinny with the Cross Bomber Evility. This stage is thus the Disgaea equivalent of a pitched gun battle inside a kitchen with a gas leak; if you're not careful where you throw the Prinnies or the Bombs, the whole map might explode.

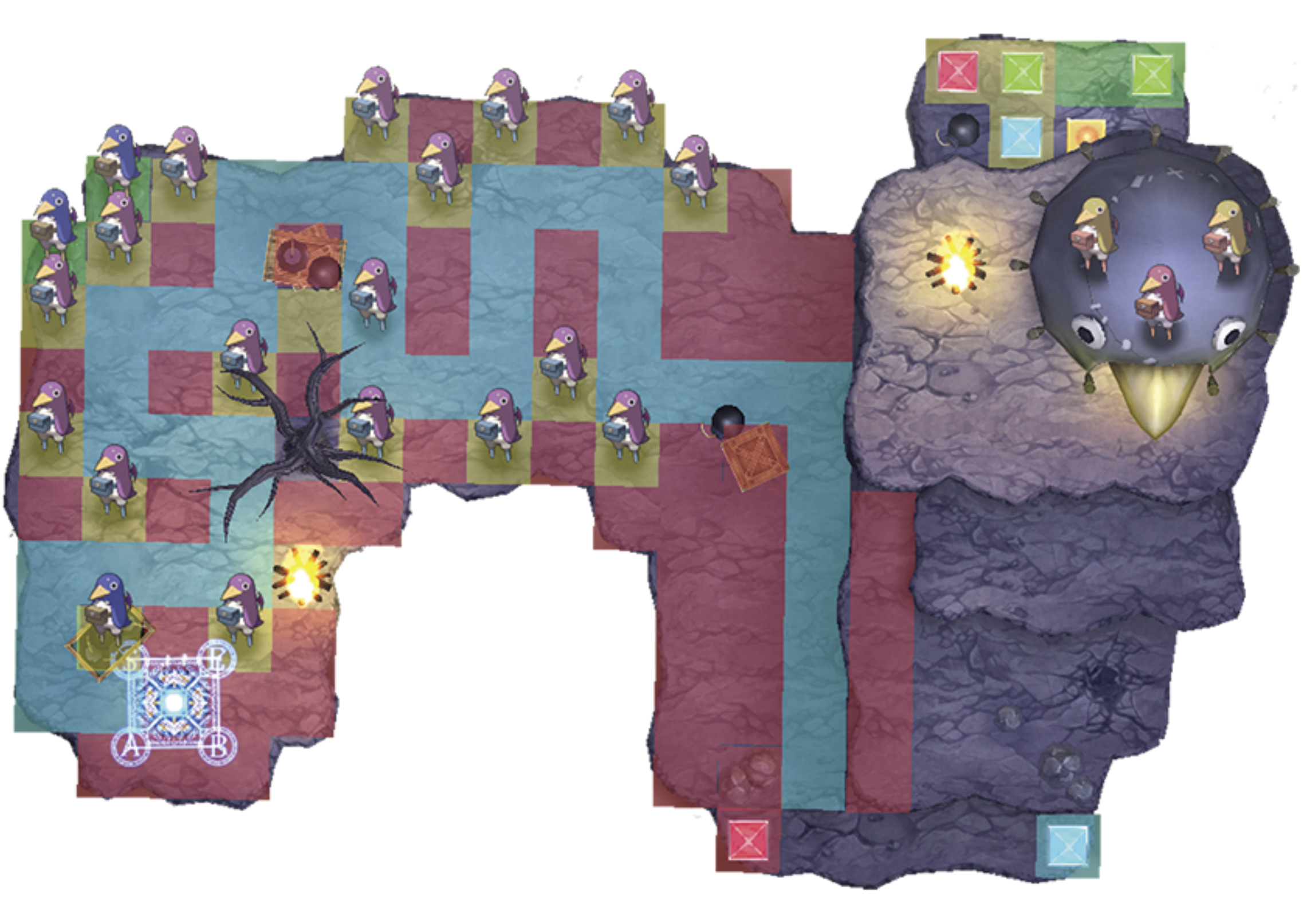
550
1100
410
444
410
393
401
444
428
428

The explosive potential of this stage is further enhanced by the Bye-Bye Panels. Any unit standing on a Bye-Bye Panel at the end of its faction's turn explodes and dies, Prinny-style. The Prinnies will likely take several of themselves out via the Bye-Bye Panels, which often means you'll clear the stage after having done surprisingly little.

Map Events

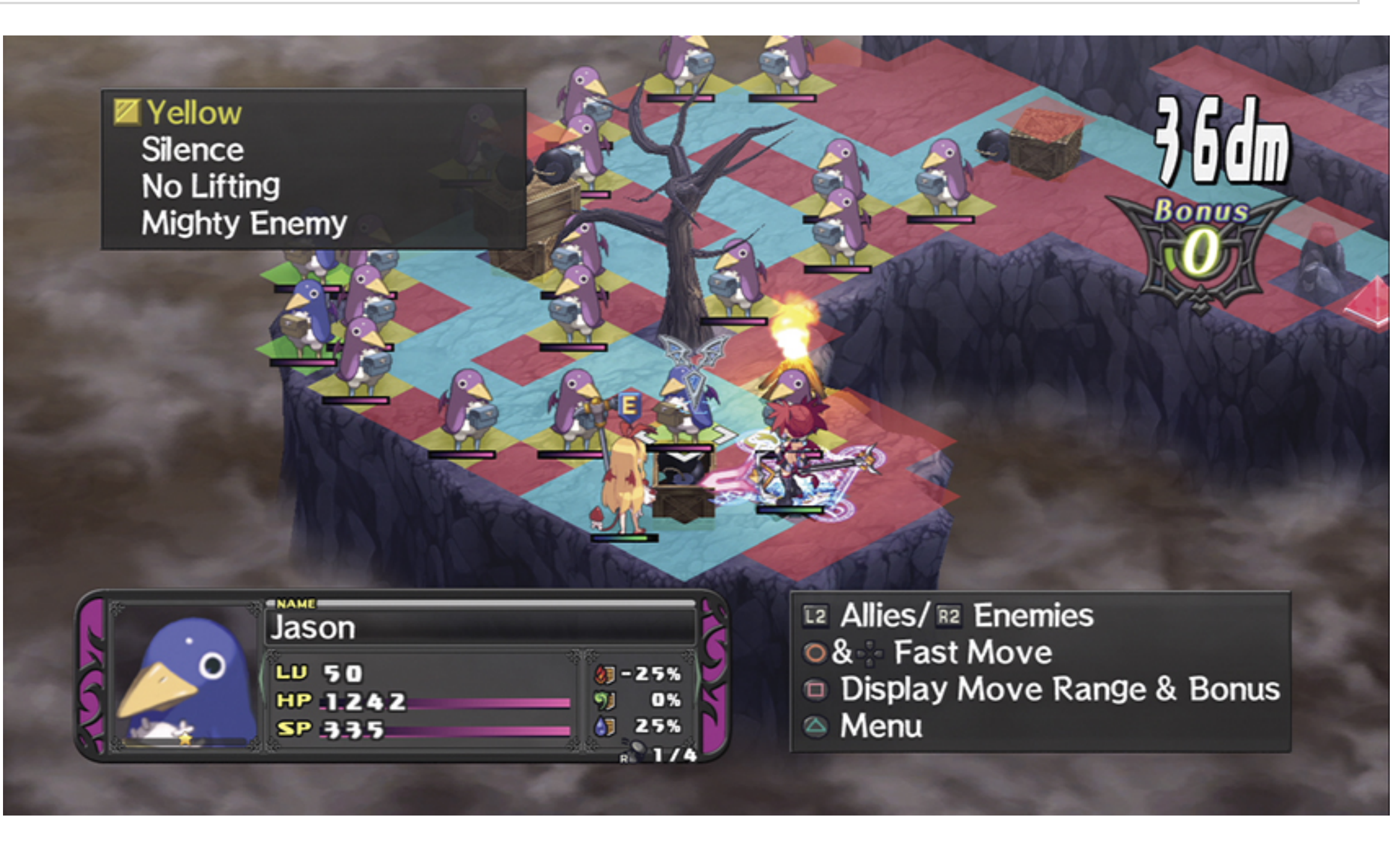
- None

Prinny Land 3



Geo Symbol	Geo Effect	Destroy	Note
Red #1	No Lifting	Red Change	-
Red #2	No Entry	Red Change	-
Green #1	Mighty Enemy	Green Change	-
Green #2	Mighty Enemy	Green Change	-
Aqua #1	Silence	Aqua Change	-
Aqua #2	Silence	Aqua Change	-
Null	Bye-Bye Panel	Clear	Moves to the nearby green Geo Panel on the next Enemy Turn after a player character reaches the area next to the cliff.

Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Pvt. Prinny	50	20	Cross Bomber (x17), Explosive Body (x3)	Wyvern Wing	-	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Bomber Dood, Speed Boost	Gray Prinnies have Cross Bomber; blue Prinnies have Explosive Body.
Col. Prinny	50	2	Explosive Body	Wyvern Wing	Duralumin Shield	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Bomber Dood, Speed Boost	-
Gen. Prinny	50	1	Bomb Conversion	Wyvern Wing	Duralumin Shield	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Bomber Dood, Speed Boost	-



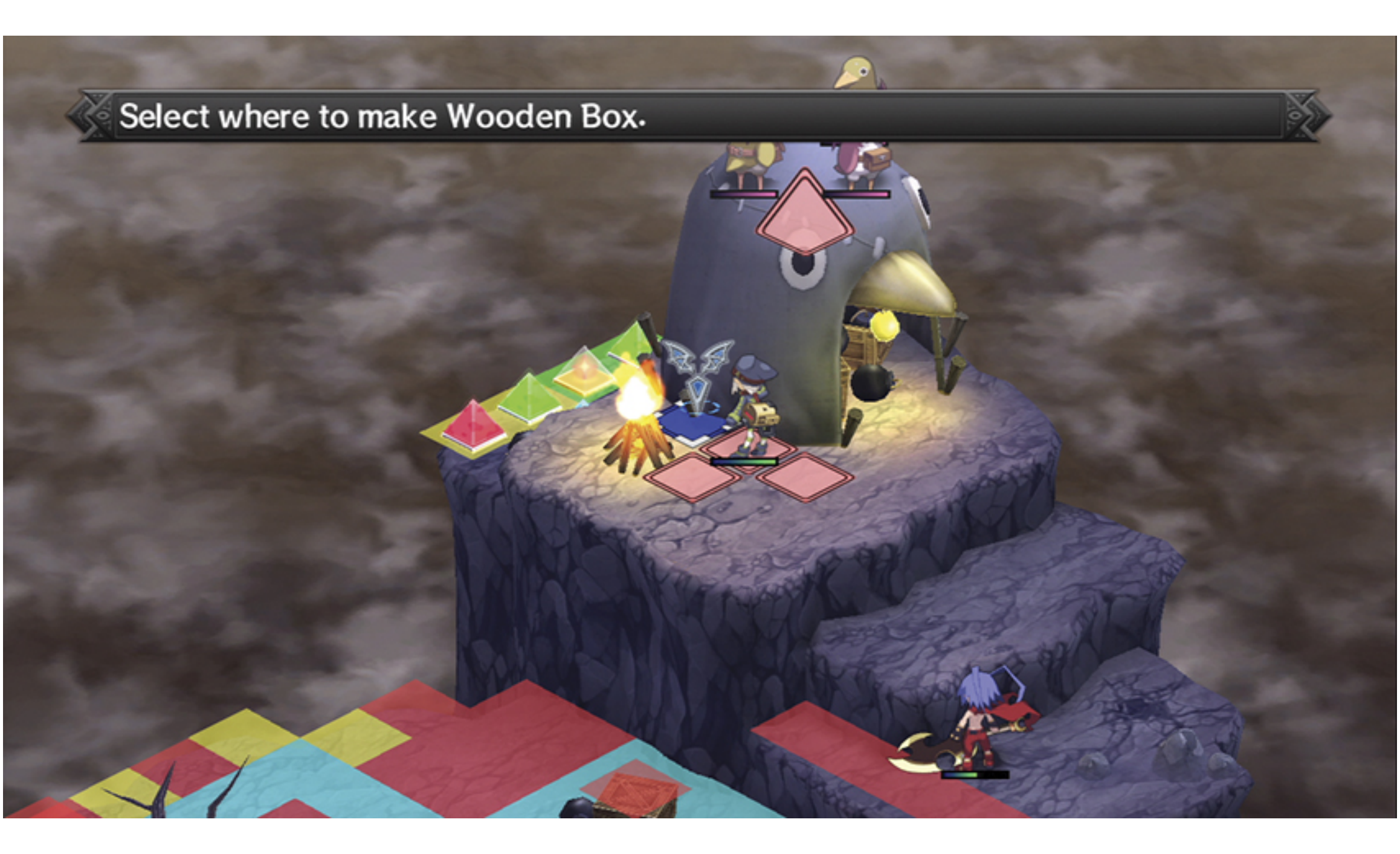
If NIS America ever made a tower defense game, it would probably look a lot like this. Most of the Prinnies staring you down at the start of this map are standing on a Geo Panel that provides them with Silence, Mighty Enemy, and No Lifting Effects. You can't kill them and you can't throw them. The red Geo Panels have a No Entry Effect, and the aqua-colored lane of Geo Panels provides Silence.

You can easily walk down the aqua lane without stopping next to a gray Prinny, but the blue Prinnies in the corner of the map are not silenced. As such, they will wreck you at their leisure with Thousand Prinnies and other ranged Skills.

1177
1153
1220
1110
1220
1280

The easy way to get through this stage is to deploy one of your own Prinnies and and throw it off the base panel at the enemy. Thanks to their Evilities, detonating either of the closest enemy Prinnies will cause a chain reaction that will clear them all off the map, leaving you with an obnoxiously slow but generally safe road to the end.

If you don't have a Prinny to waste on this tactic, the whole stage has a sort of improvised detonator built into it. Once any of your characters reach the end of the path created by the aqua Geo Panels, the Null Symbol on the ground behind the house at the top of the cliff will quietly move itself onto the nearby green Geo Panel. This means that two of the blue Prinnies along the path are suddenly standing on Bye-Bye Panels and are thus guaranteed to detonate at the end of the next enemy turn. Since they're right next to other Prinnies with the Cross Bomber Evility, that causes all of them to sail away on a wave of detonations.



Once you're there, you must then figure out a way to get the last three Prinnies down off the roof of their house. No matter how long you wait, they're content to sit up there, protected by poor sight lines and sheer altitude, and cast Speed Boost on each other. The easiest way to get at them is to bring a Thief and create a Wooden Box next to the Prinny house, which you can use as a stepping stone to reach the roof and take out the last Prinnies.

Clearing Prinny Land 3 unlocks the Prinny Day Every Day option in the Cheat Shop.

After you beat the Final Episode, you can propose Prinny Land Part 2. (This time, it's personal.) Since those stages are restricted to the Post-Game and are ludicrously difficult, they're in their own section.

Map Events

- Station Sicily next to an enemy Prinny.
- Have Laharl on the field at the start of your second turn.
- Get both Flonne and Etna to participate in a Team-Up Attack against the same target.

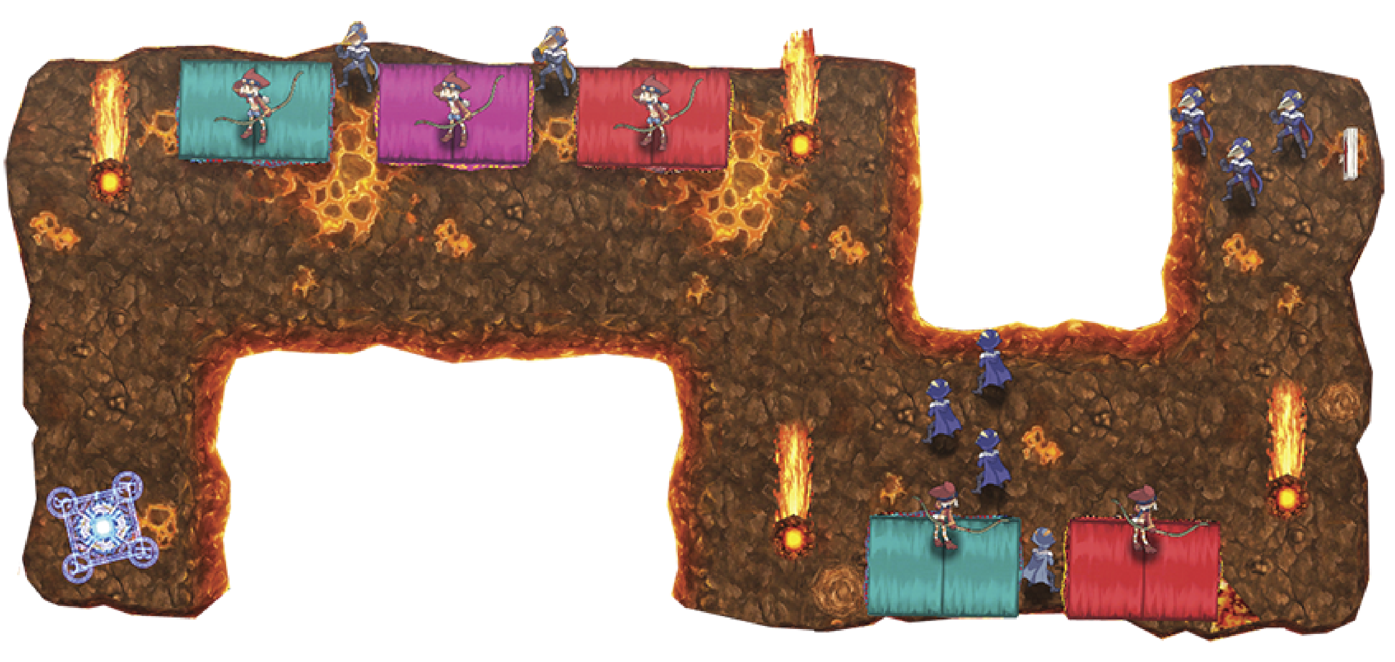
Detour: Unending Concert

HELL CANDY
BURNING JUICE
BURNING JUICE
Tangy
Grilled Zombie
SKIP

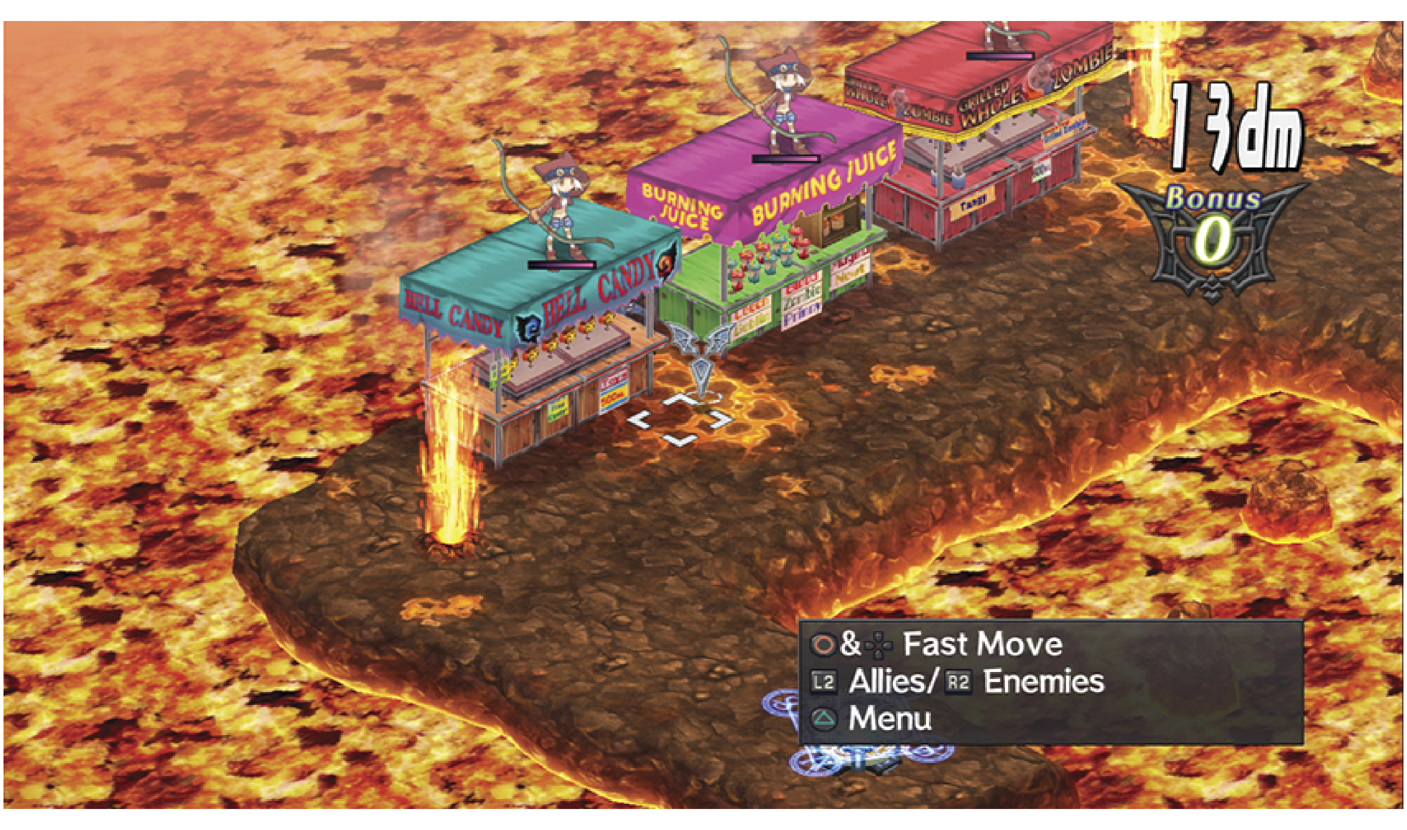
Excuse me!
I'm the super idol, Asagi♪
May I have a moment?

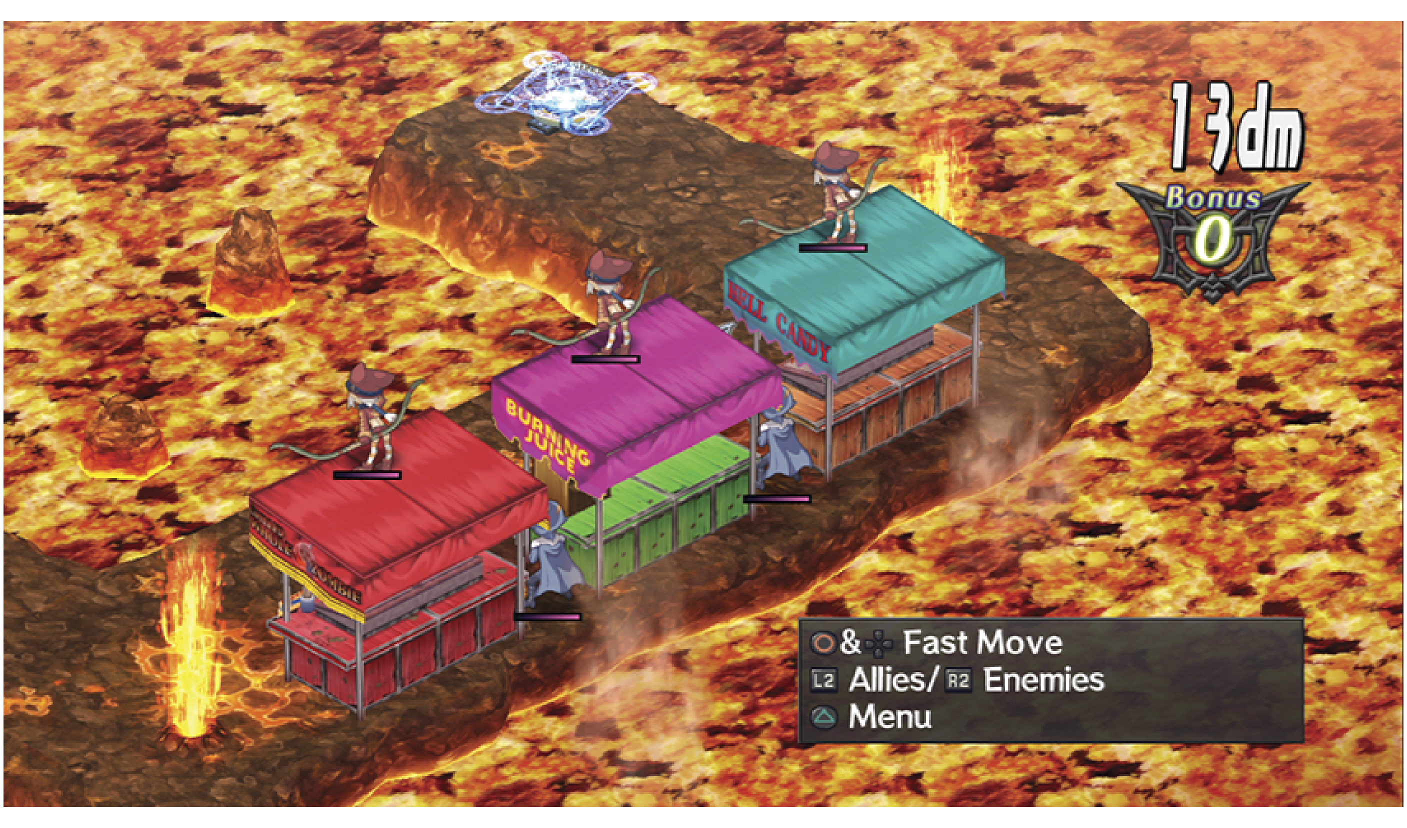
After you clear Episode 5, you can pass a new bill in the Dark Assembly. If Meet A Super Idol(?)! passes, it unlocks a new destination at the Dimension Guide: Unending Concert. Asagi has returned to the Netherworld, and this time, it's to make her musical debut.

Idol Declarations



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Morphing Hero	35	9	Rapid Movement (x6), Heart of a Flea (x3)	Mack Gloves	Ninja Tabi x3	Triple Strike, Double Shadow, Side Out	The six Heroes on the far end of the map have Rapid Movement; the ones hiding between the concession stands have Heart of a Flea.
Thief	35	5	Finger of Luck	Jadeite Bow	Scalemail, Binoculars	Dark Spica, Bright Canopus	-





Idol Declarations is designed to surprise you if you aren't in the habit of thoroughly investigating a stage before you deploy. Three Morphing Heroes are hidden between the concession stands, and if you don't notice they're there, they can spring an ambush while you're focusing on the enemies you do see.

The hidden Heroes all have the Heart of a Flea Evility, which boosts their Movement rate in exchange for turning them into one-hit wonders; any attack that hits a Hero with Heart of a Flea is an instant kill. This isn't quite as big a drawback as it sounds like due to their gear, as all the Morphing Heroes on this map are wearing three pairs of Ninja Tabi and thus have ridiculously high SPD. They may manage to dodge a few hits before you can pin them down, and they'll be receiving fire support from their Thief buddies all the while.

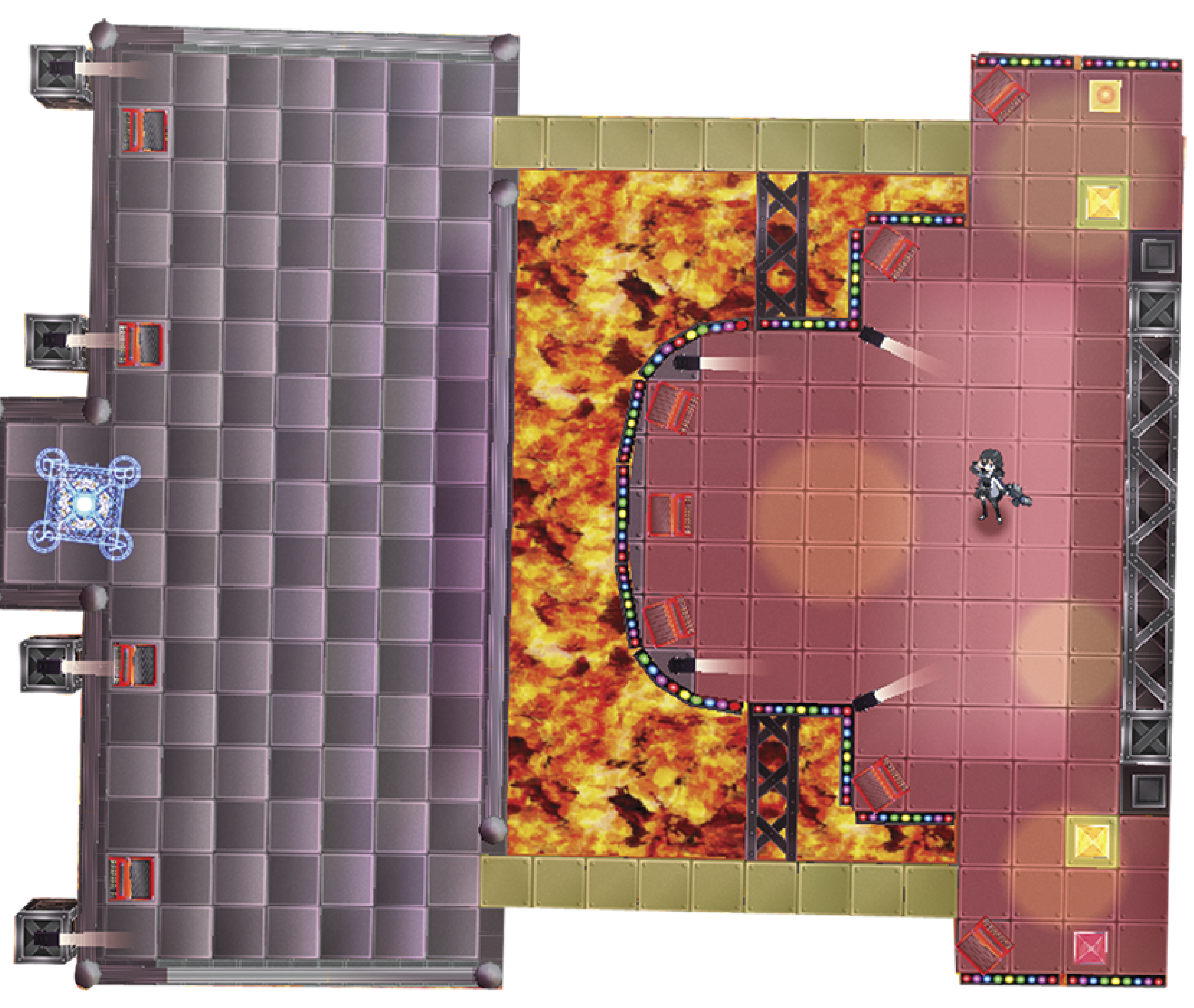
The six Heroes on the other side of the concession area are marginally less mobile, but they have the Rapid Movement Evility, so it's difficult to hit them. Expect to miss a lot on this stage, and consider bringing Lanzarote or a Lantern to buff your team with Target Lock.

One trick on this stage is, if you can manage it, to let your lowest-level units score the kill on the Heroes that have Heart of a Flea. Even if a unit does zero effective damage, that's enough to drop the Hero due to the Evility, and that can be worth several levels to a character that's still below level 20.

Map Events

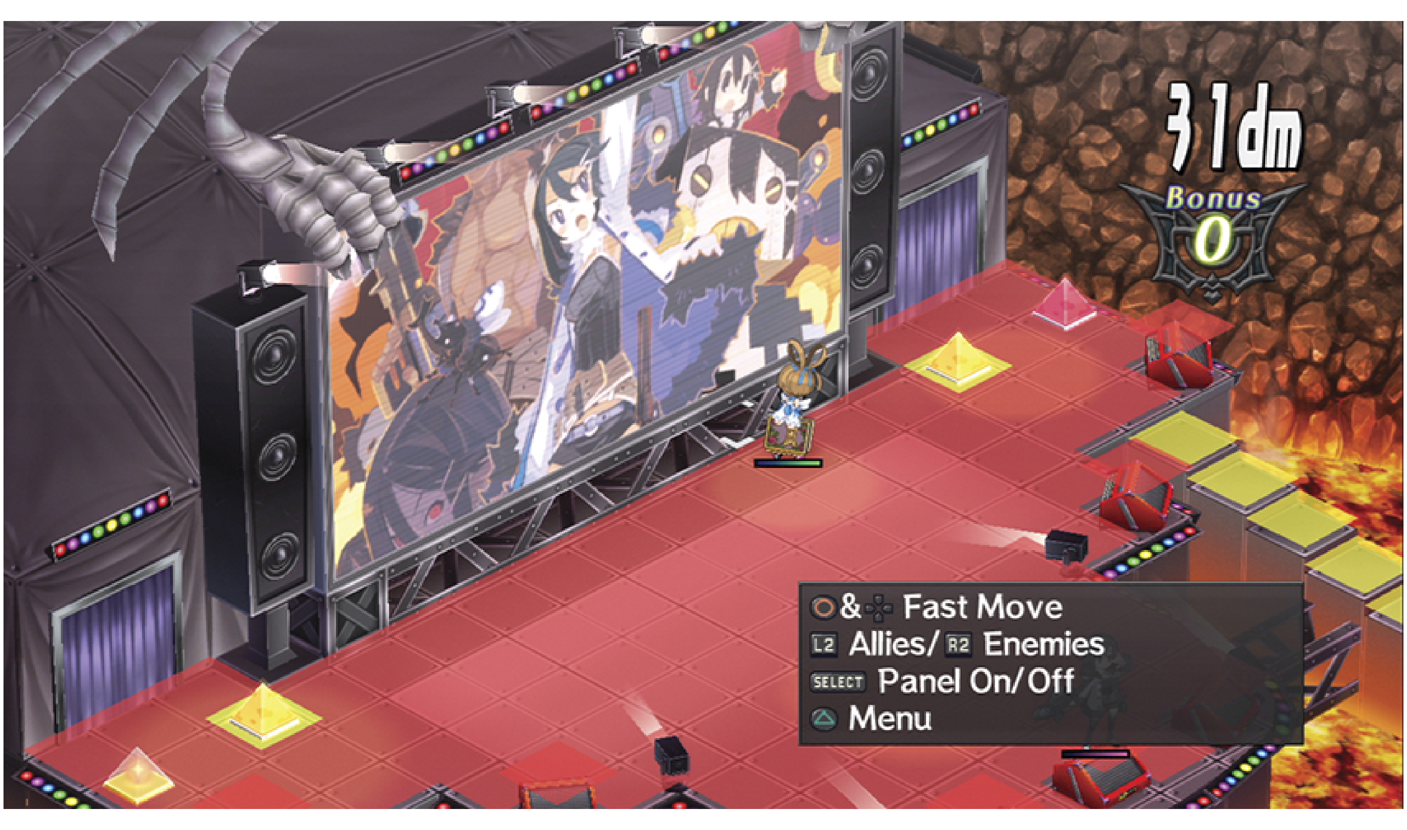
- Station Laharl next to Sicily.
- Station Etna next to Flonne.
- Station Laharl next to Etna.

Super Debut Project



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Asagi	35	1	Never Give Up: during a Combo, will perform another attack.	Dead Chaser	Dandy Gown, Cross-Trainers, Spirit Muscle	Cameo Storm, Tri-Burst, Dark Matter Ether, Point Blank Blaster, Icicle Sword Gun, Rapid Launcher

Geo Symbol	Geo Effect	Destroy
Yellow #1	No Entry	Yellow Change
Yellow #2	No Entry	Yellow Change
Null	Ally Lonely	Clear
Red	No Lifting	Red Change



Longtime NIS America fans know that fights with Asagi are often anticlimactic, as evidenced by the artwork shown on the big screen, and this one is no exception. She has taken up a position on the main stage in the Sea of Gehenna, where the local Geo Symbols force you to confront her one-on-one.

ATTACK ENTRY
3627
TOTAL DAMAGE 3627

This will not be a big deal.

The side paths to the stage are blocked by No Entry zones and the Ally Lonely Geo Effect prevents you from throwing more than one character onstage with Asagi. She's content to harass you with her Gun, and Asagi does have a couple of unique Skills and a high Counter rate on her side, so shooting back at her from the stands tends to end badly. If you send in someone like Laharl or Etna to smack her a couple of times, though, Asagi won't last long.

When you defeat Asagi, she joins your party once again. She begins her tour of duty with a Dead Chaser, Dandy Gown, and Plastic Nose equipped, and fits neatly into a role as a support character. Her Evility, Never Give Up, is actually very useful for adding damage to Combo Attacks. Asagi's recruitment also unlocks the How Asagi Got Her Groove Back Trophy.

You cannot return to either stage in the Unending Concert after you've cleared them. To get all three potential Map Events in this Detour, you either need to start a second cycle or destroy the Geo Symbols onstage before you defeat Asagi.

Map Events

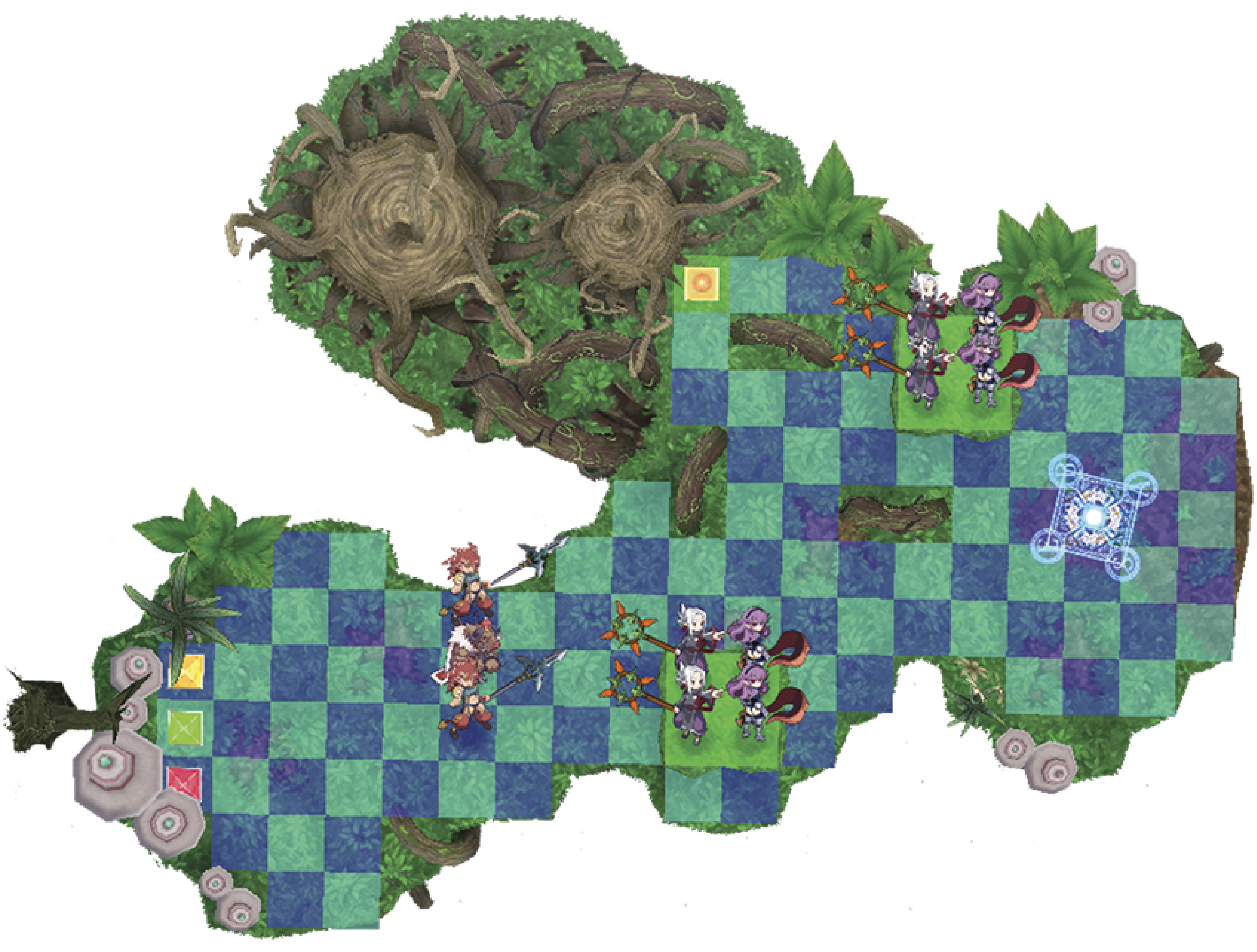
- Asagi attacks one of your units.
- Station Laharl next to Asagi.
- Station Sicily next to Asagi.

Detour: Piglet's Growth

I wanna be the Overlord when I grow up! So,
I wanna be the apprentice of the guy who's
claiming to be the Overlord right now!
SKIP

You won't be told it has become an option, but in Episode 7, you can propose a new bill in the Dark Assembly called As Overlord, I Accept Any Challenge! It costs 500 Mana to bring the bill before the Senate. If the bill passes, it unlocks a new destination at the Dimension Guide called Piglet's Growth.

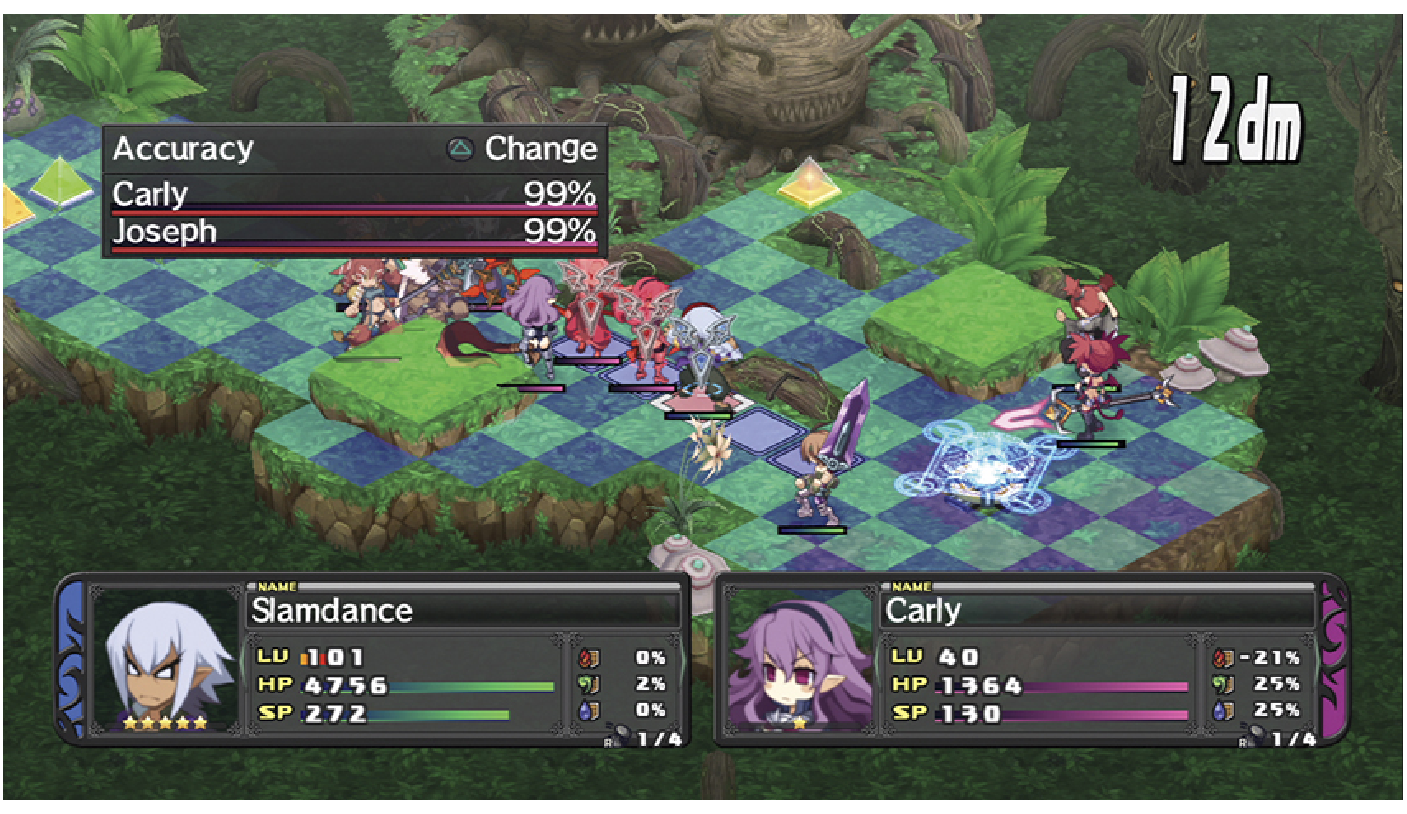
Stress Testing



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Heavy Knight	40	4	Defender	Crimson Fire Stick	Dandy Gown	-
Onmyo Master	40	4	Geo Resist	Shiny Staff	Dandy Gown	Geo Change, Bonus Change, Bonus Blast, Star, Mega Star, Giga Star, Omega Star, Heal, Mega Heal
Beast Leader	40	2	Dark Tamer	Wind Spear	Dandy Gown	Wild Groom, Dominate, Impaler Drop, Blade Bash, Spear Blow
Porkmeister	42	1	Loyalty	Mythic Beast Horn	Dandy Gown	Darkness Slash+, Sand Wyrm Impact+, Twilight Bomber+

Geo Symbol	Geo Effect	Destroy	Note
Red	Recovery 20%	Red Change	Mobile; moves every Enemy Turn.
Green	ATK +50%	Green Change	Mobile; moves every Enemy Turn.
Yellow	DEF -50%	Yellow Change	Mobile; moves every Enemy Turn.
Null	DEF +50%	Clear	-

If you try to run Stress Testing immediately upon unlocking it in Episode 7, it can be a challenge. If you leave it until much later than that, however, it's a gimme.



The Heavy Knights and Monks are nothing you haven't seen before. As in Frightening Forest, you'll want to either lure them off the Geo Panels they're standing on or take advantage of the ATK +50% Geo Effect that's initially on the aqua tiles.

The real complication comes from the trio of Geo Symbols toward the back of the map. At the start of every enemy turn, they stand up and move a few squares, thus randomizing the locations of the Recovery 20%, DEF –50%, and ATK +50% Geo Effects. The DEF –50% is the killer, as it can suddenly show up underneath one of your characters depending on how the Symbol chose to move this around.

Porkmeister's Evility, Loyalty, gives him a flat 30% stat boost if an Overlord is on the map regardless of what side that Overlord is on, so deploying Laharl makes Porkmeister much more dangerous. He also spends this entire fight with two Beast Handlers glued to his sides, which gives him an additional 40% stat bonus through their Dark Tamer Evilities. Porkmeister already hits like a truck, but with the modifiers from his posse and from Laharl, he turns into a wrecking ball. That said, there's no reason why you can't drop him with a Combo Attack.

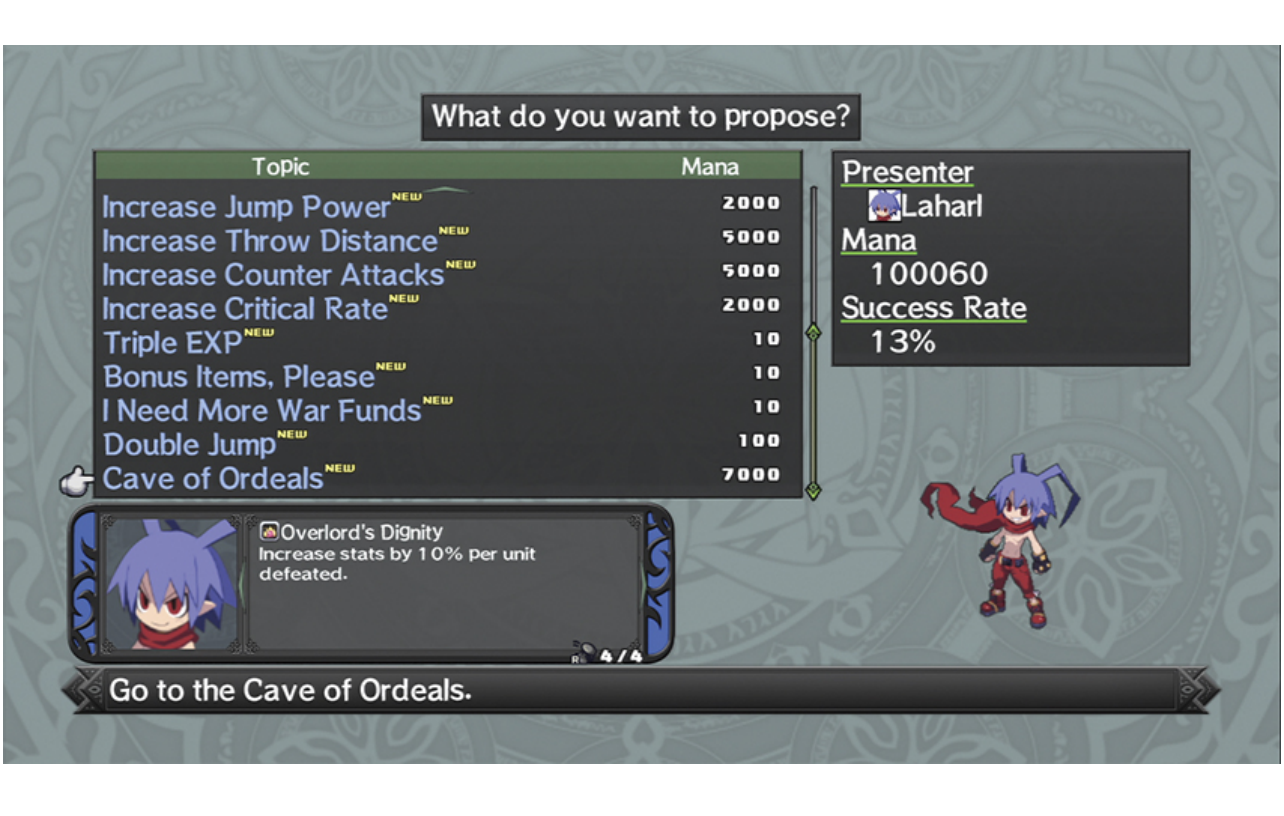
Your reward for clearing Piglet's Growth is that Porkmeister joins your party, which unlocks the Porkmeister's II: The Next Stage Trophy. Ol' Porky enters play at level 40, using a Demon Hand, Elegant Coat, Breastplate, and Beastly Belt. He loses his Sand Dragon Impact+ Skill upon joining, but he'll relearn it in a couple of levels. You can build Porkmeister up into a murder machine without much work, which is weird for such a nice kid.

You cannot return to Stress Testing after clearing it.

Map Events

- Put Sicily in an adjacent panel to Porkmeister.
- Station Etna next to Flonne.
- Porkmeister attacks Laharl.

Cave of Ordeals



What do you want to propose?

Topic	Mana
Increase Jump Power NEW	2000
Increase Throw Distance NEW	5000
Increase Counter Attacks NEW	5000
Increase Critical Rate NEW	2000
Triple EXP NEW	10
Bonus Items, Please NEW	10
I Need More War Funds NEW	10
Double Jump NEW	100
Cave of Ordeals NEW	7000

Presenter: Laharl
Mana: 100060
Success Rate: 13%

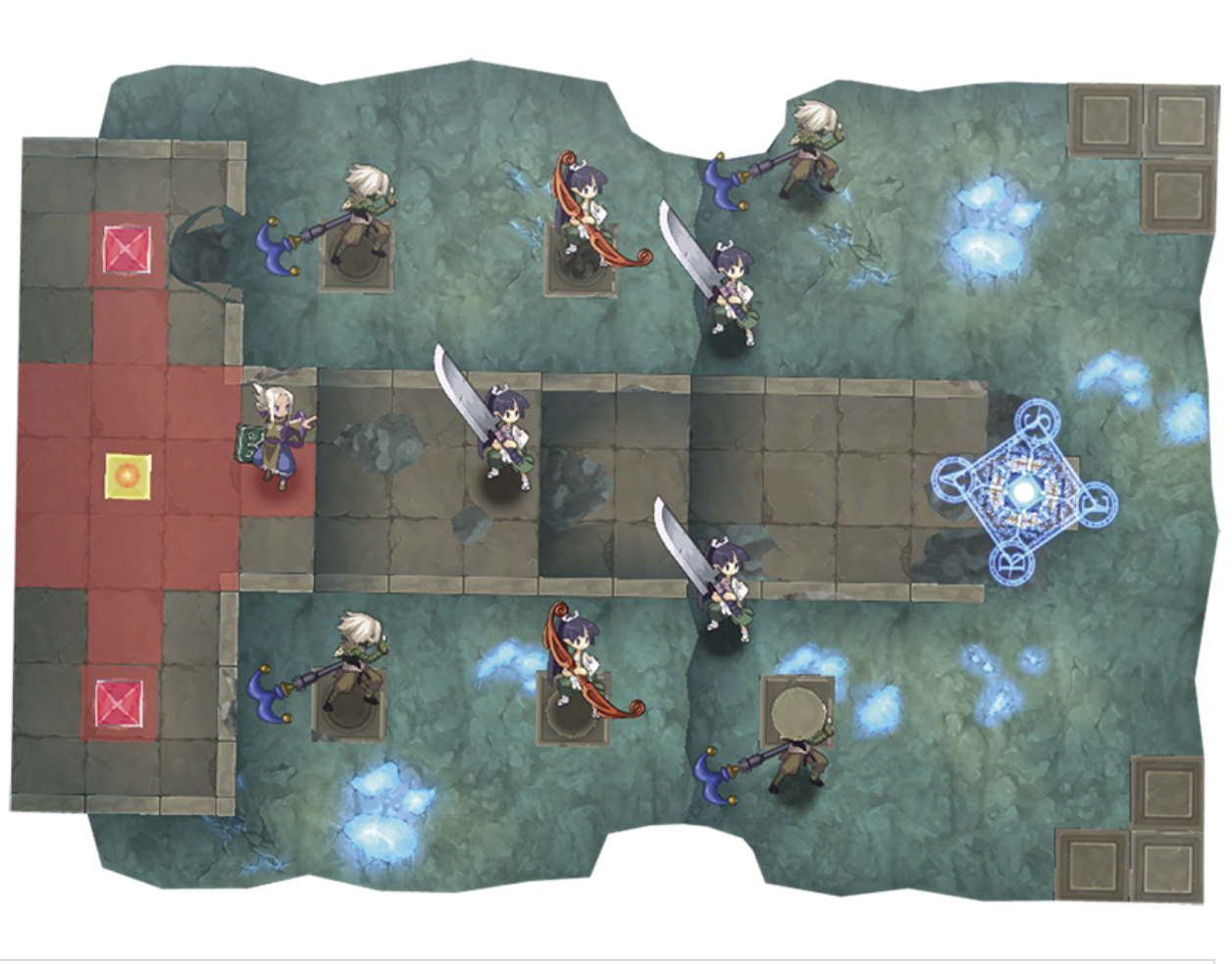
Overlord's Dignity
Increase stats by 10% per unit defeated.

Go to the Cave of Ordeals.

If you were to sit down and somehow grind out 7,000 Mana in Episode 1 without going hopelessly insane, you could unlock the Cave of Ordeals right then. The proposal to open access to the Cave is available from the moment the Dark Assembly opens, but you can't see that it's there unless your active character has enough Mana to pay for it.

The Cave of Ordeals is a boldly plotless series of challenges that's meant to prepare you for much tougher challenges in the Post-Game. It has no Map Events and no associated plot. That said, the reward for clearing all six stages of the Cave of Ordeals is gaining access to the single best grinding spot in the entire game, which makes it an invaluable asset.

Cave of Ordeals 1



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Holy Swordswoman	60	3	Bushido	Chaos Knife	Metal Jacket	Blade Rush, Hurricane Slash, Nether Slash, Musou Slash, Dark Night Slash
Holy Swordswoman	60	2	Bushido	Arjuna Bow	Metal Jacket	Dark Spica, Bright Canopus, Meteor Arrow Kick, Zielregen, Doppelganger
Jounin	60	4	Flame Haze	Sorcerer Rod	Metal Jacket	Giga Ice, Armor Break, Resist Break, Blind, Slow, Poison, Slumber, Stun
Onmyo Professor	60	1	Geo Protect	Mystic Doctrines	Metal Jacket	Geo Change, Bonus Change, Bonus Blast, Geo Blast, Geo Warp, 451 Degrees of Evil, Gone with the Cotton, Sea Horse Charge, Baskervilles, Nether News, Sea Dragon Bang, Star, Mega Star, Giga Star, Omega Star, Heal, Mega Heal

Geo Symbol	Geo Effect	Destroy
Null	Encroach	Clear
Red #1	Ally Damage 20%	Red Change
Red #2	Enemy Boost +50%	Red Change

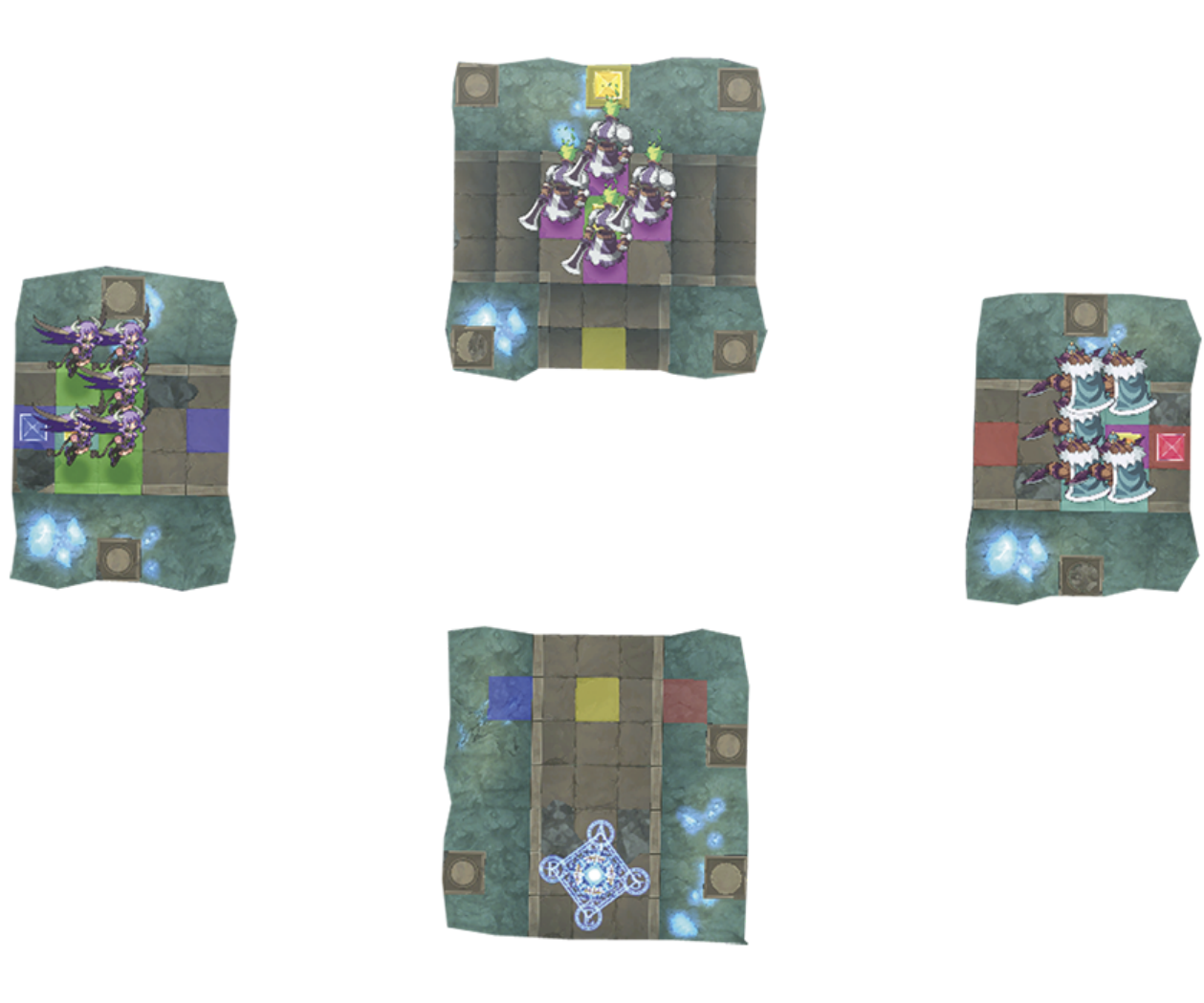
The Null Symbol in the back of this map, behind the Onmyo Professor, may concern you at first. Due to the Encroach Geo Effect, the Geo Panels on this stage will spread until the entire floor is covered in them, carrying Enemy Boost +50% and Ally Damage 20% Effects with them as they go. If the room was slowly filling up with molten lava, it would be slightly less painful.

This may tempt you to burn your first actions on getting to that Null Symbol and destroying it before it can endanger you, but that's a red herring. Everything on this map is a glass cannon and as such, you'll be taking heavy amounts of incoming damage as soon as the enemy gets to take a turn. The Holy Swordswomen punch well above their weight due to their Bushido Evility, the Onmyo Professor has 20 ranks of Weapon Mastery with that Book he's holding, and the Jounin shrug off area-of-effect spells and will happily throw every status ailment in the game at you. Between the Professor and the Jounin, in fact, you can confidently expect that your second turn will begin with half of your team Poisoned, Paralyzed, and/or Asleep.

ATTACK ENTRY
Blade Bash
LUP

It's a cliché, but the best defense on this stage is a good offense. The Swordswomen and Jounin share a slight vulnerability to Ice attacks and don't have a lot of HP individually, so you should be able to take out four to six of them on your first turn, then clean up the rest with relative ease. With enemies that hit this hard, the only real way to survive is to defeat them as quickly as possible, well before the Geo Symbols ever become an issue.

Cave of Ordeals 2



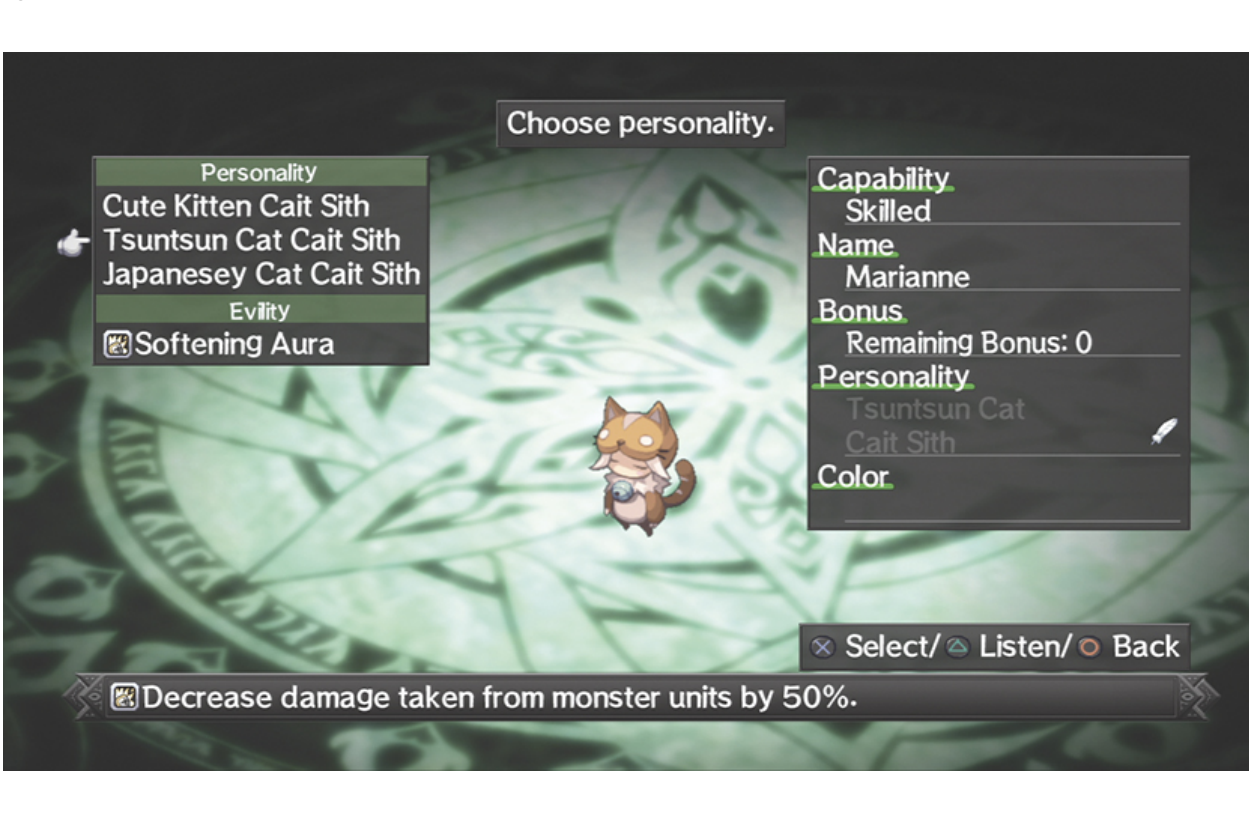
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Death Mowbuus	80	5	Boar Charge	Kraken Tentacles	Dragonmail	Darkness Slash, Spinning Wind Blast, Sand Wyrm Impact, Twilight Bomber
Dullahan	80	4	Patience	Kraken Tentacles	Dragonmail	Lightning God Slash, Gigantic, Black Death Circle, X-Slash
Hecate	80	5	Sexy Aura	Goddess Emblem	Dragonmail	Diving Heart, Pink Illusion, Nightmare Carnival, Judgment Rendezvous, Fire, Mega Fire, Giga Fire, Heal, Mega Heal, Giga Heal, Charm

Geo Symbol	Geo Effect	Destroy	Note
Null #1	Enemy Boost +50%	Clear	EXP +50% on a second visit.
Null #2	Enemy Boost +50%	Clear	Mana +50% on a second visit.
Null #3	Enemy Boost +50%	Clear	Hell +50% on a second visit.
Blue #1	Warp	Blue Change	-
Blue #2	ATK +50%	Blue Change	Only present on a second visit.
Yellow #1	Warp	Yellow Change	-
Yellow #2	ATK +50%	Yellow Change	Only present on a second visit.
Red #1	Warp	Red Change	-
Red #2	ATK +50%	Red Change	Only present on a second visit.

This map is split into four islands. One is yours, and each of the others is held by a pack of monsters. The Mowbuuses all have Boar Charge, which trades accuracy for heavy ATK power; the Dullahans all have Patience, which gives them a stacking ATK boost every time they survive a hit; and the Hecates all have Sexy Aura, so any male unit that enters a panel adjacent to one of them eats a flat 20% reduction to his stats. They all also start the stage standing on Enemy Boost +50% Geo Panels, and are clustered protectively around the Null Symbols that are providing that Geo Effect.

ATTACK ENTRY
Giga Ice

The Warp Panels present your only realistic option for getting between the islands. Thus, whoever you send to each island is going to be on their own for at least two turns, so they need to be able to handle themselves in a fight with several level 80 monsters. A character with a high SPD such as a Fight Mistress can deal with the Mowbuus, since their high evasion chance increases the odds that the Mowbuuses' Boar Charge-fueled attacks won't connect; a spellcaster who can target the Dullahans' Ice weakness but which has the HP and DEF to stand up to a few hits is ideal for handling business on their island, which makes a rank 5 or 6 Magic Knight a good pick; and a female character with a high RES, like Flonne or Sicily, is your best bet against the Hecates.



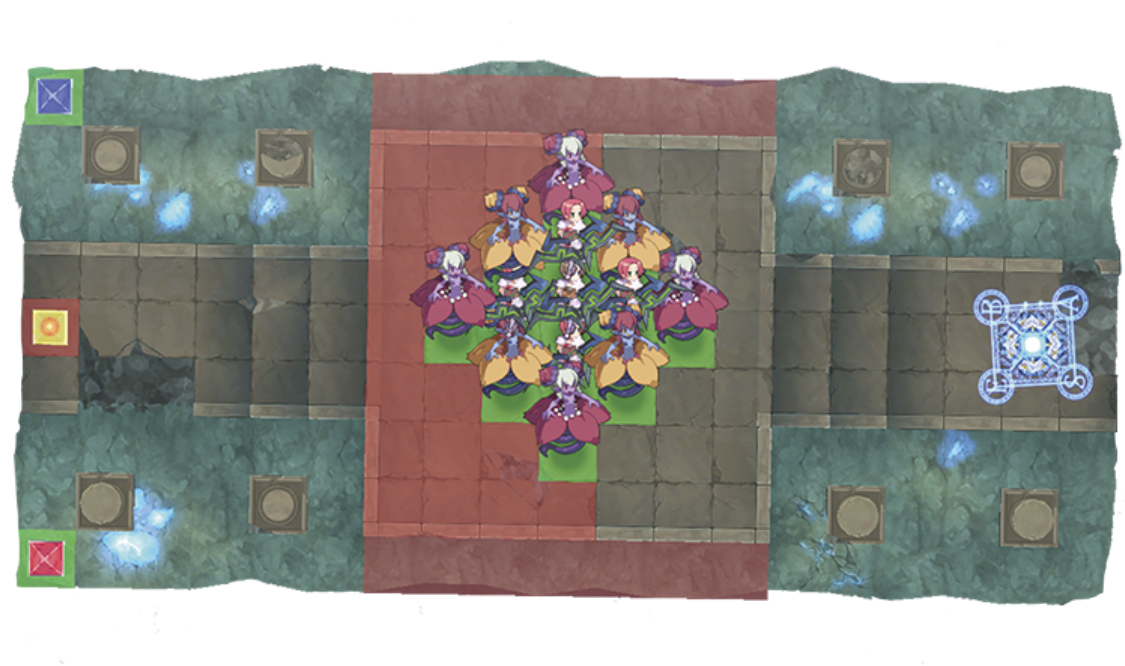
Another option you have, which works for just about any island, is to send in a Slumber Cat with the Softening Aura Evility, which causes the Cat to take half damage from any monster's attacks. A level 80 or higher Slumber Cat with decent equipment is more than a match for the monsters on any of the islands.

ATTACK ENTRY
Trident
4546
4699
5164
4405
TOTAL DAMAGE 18814

When you've figured out who you're sending, buff them appropriately. The character who's heading to the Mowbusses' island should receive Shield and Speed Boost; the character going to the Dullahans' island could use Magic Boost and Shield; and whoever's dealing with the Hecates will want Magic Wall and maybe Fire Charge. Their first action should always be to use an area-of-effect attack to destroy the Null Symbol, thereby eliminating the Enemy Boost and removing the monsters' advantage.

On a second visit to this map after you've cleared it, the Enemy Boost +50% Geo Effects switch over to provide EXP +50%, Mana +50%, and Hell +50% Effects. If a character has or can be given an attack that affects five or six panels at once, this stage is a slightly time-consuming but lucrative place to grind levels, cash, or Mana for a single character at a time. You simply Warp to each island, clear it out, then move on. You also gain access to three new Geo Symbols on a second visit, each of which provide ATK +50% and which can be used to provide a character with a buff after he or she has Warped out.

Cave of Ordeals 3



Class	Lv	Qty	Evility	Weapon	Armor	Skills	
Belladonna	135	8	Shielding Aroma, Sweet Aroma	Goddess Emblem	Dragonmail, Royal Orb	Petal Cutter V, Solar Satellite, Scatter Thorn Shot, Thorn Drill Blast, Moon Spike, Wind, Mega Wind, Giga Wind, Giga Heal, Braveheart, Shield, Magic Boost, Magic Wall	The Belladonnas with red petals have Shielding Aroma; the ones with orange petals have Sweet Aroma.
Crusader	135	5	Angel Protection, Angel Group	Secret Skill Bow	Dragonmail, Lunar Orb	Dark Spica, Bright Canopus, Meteor Arrow Kick, Zielregen, Doppelganger, Heal, Mega Heal, Giga Heal, Espoir	The brunette in the center has Angel Group and has a Royal Orb equipped in addition to the listed gear; the blondes have Angel Protection.

Geo Symbol	Geo Effect	Destroy	Note
Red	DEF +50%	Red Change	EXP +50% on a second visit.
Null	No Entry	Clear	Mana +50% on a second visit.
Blue	DEF +50%	Blue Change	Hell +50% on a second visit.

Defense Correction
Change
Ursa + 206%
Claire + 206%
Bonnie + 206%
22dm
Asagi
LV 129
HP 4689
SP 863
Ursa
LV 135
HP 4108
SP 2077

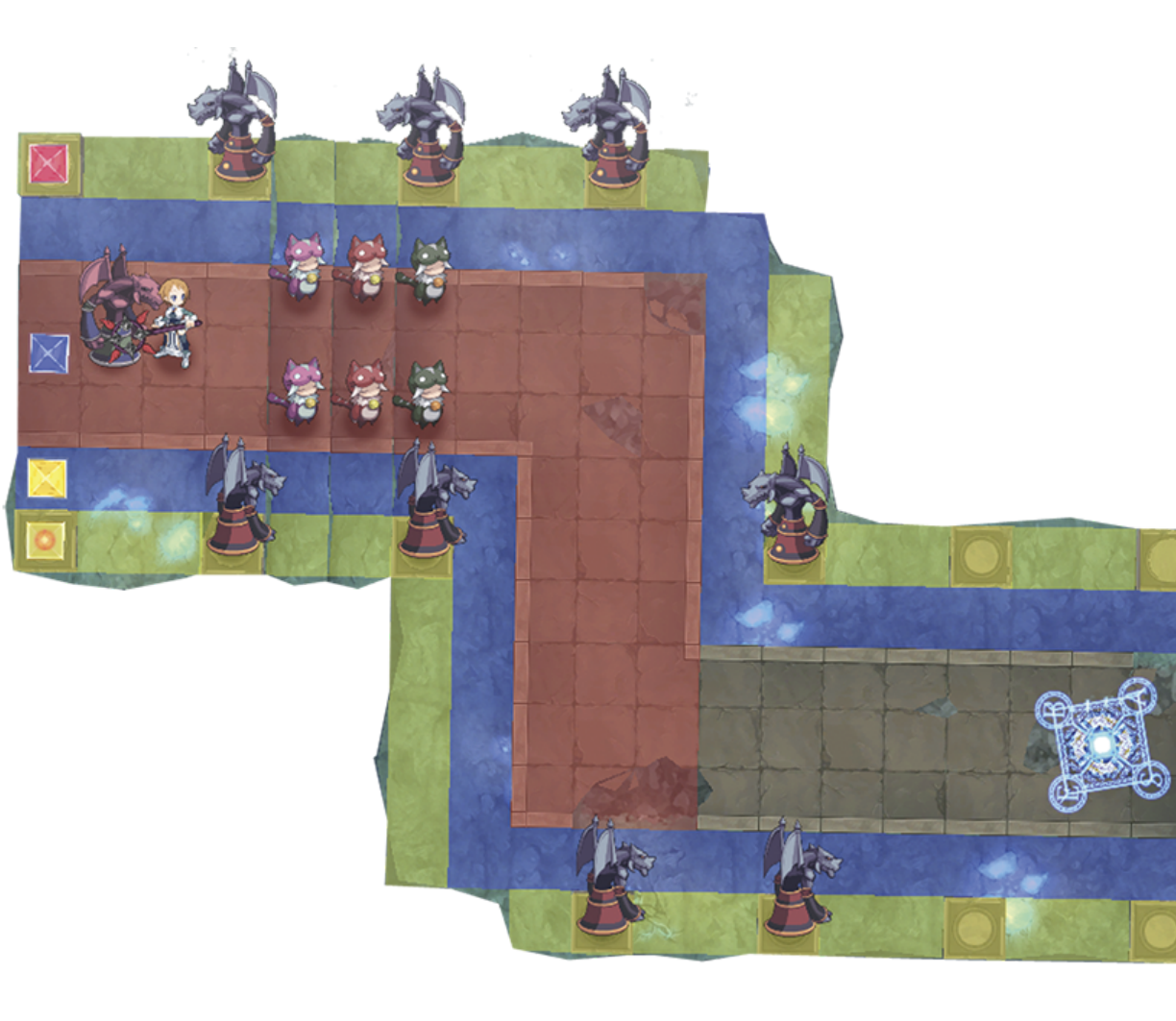
The Crusaders and Belladonnas on this stage are providing each other with a tight-knit web of defensive Evilities, they're standing on Geo Panels that give them a DEF +100% Effect, they don't have any glaring elemental weaknesses, and even if they did, both Female Angels and Alraunes have enough native RES that they can shrug off most spells. You also can't get around the No Entry Geo Panels to destroy the Geo Symbols, even with Tower Throw. In short, this is as close to a perfect defensive phalanx as you can get in Disgaea D2, and it's just your bad luck that it's aimed directly at you.

Any of your characters with any degree of vulnerability to Wind attacks, such as the Lady Valkyrie, have no business being on this stage at all. The map is small enough that there's really no safe place to stand, as at least three Belladonnas always have the range required to peg you with multiple Wind spells at once. Their whole game plan is to soak up whatever you hit them with, then retaliate with Counterattacks and Wind spells until you fall over dead.

ATTACK ENTRY
Omega Star
697
1157
821
TOTAL DAMAGE 2675

The Geo Panels and proximity-based Evilities play a significant role in their defenses, so you can kill them easily by Lifting and Throwing them back toward your base panel one at a time. Aside from that, there's not much you can do about the enemy units' defenses except simply get powerful enough to punch through them. This isn't so much a stage in its own right as a brick wall.

Cave of Ordeals 4



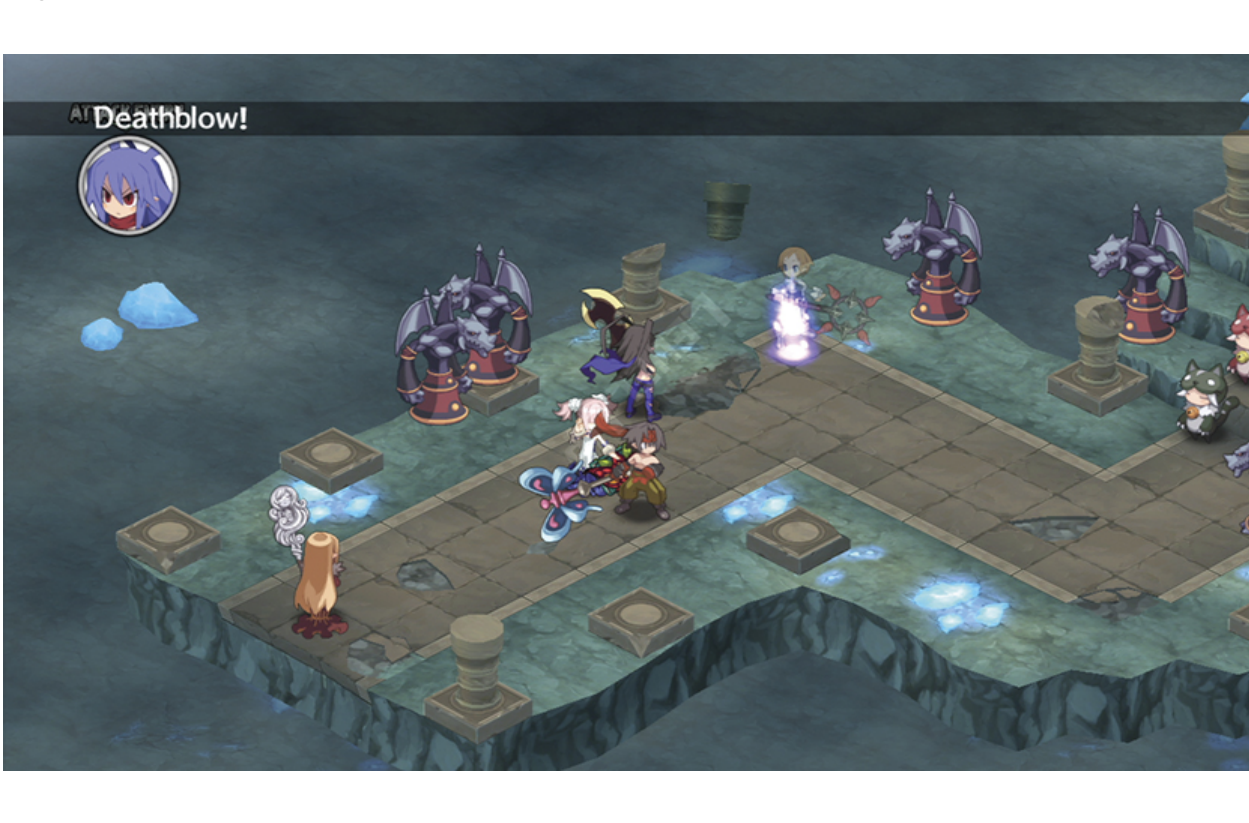
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Balrog	170	7	Stone Statue	Phoenix Emblem	Achilles Shield, Ninja Tabi	Flying Press, Boltech Booster, Electric Shot, Galleon Cannon, Granite Checkmate, Wind, Mega Wind, Giga Wind, Omega Wind, Giga Star
Grimalkin	170	6	Green: Weakening Aura, Orange: Softening Aura, Pink: Cute Aura	Hydra Bind	Achilles Shield, Ninja Tabi	Cat Setaria, Burning Hairball, Combo Attack, Blue Sky Surfer, Cat Umbrella Spin
Rune Knight	180	1	Element Force, Attack Weakness	Summon Luminas	Achilles Shield, Feather Token	Fire Charge, Wind Charge, Ice Charge, Anti-Fire, Anti-Wind, Anti-Ice, Fire, Mega Fire, Giga Fire, Omega Fire, Wind, Mega Wind, Giga Wind, Omega Wind, Ice, Mega Ice, Giga Ice, Omega Ice
Balrog	170	1	Turbo Boost, Heart of a Flea	Phoenix Emblem	Achilles Shield	Flying Press, Boltech Booster, Electric Shot, Galleon Cannon, Granite Checkmate, Wind, Mega Wind, Giga Wind, Omega Wind

Geo Symbol	Geo Effect	Destroy
Null	Recovery 20%	Clear
Blue	Enemy Boost +50%	Blue Change
Red	SP Heal	Red Change
Yellow	No Entry	Yellow Change

ATTACK ENTRY
3318
COMBO 1
TOTAL DAMAGE 8472

The big problem with this stage is that all of the enemies are either on Enemy Boost +50% Geo Panels that they will not leave of their own volition or they're hiding behind No Entry Panels. This is a good map for your characters who use Spears, Staves, Bows, Guns, and spells, since the No Entry Geo Panels make it difficult to use short-range attacks, and you'll want to leave people with a Wind vulnerability at home.

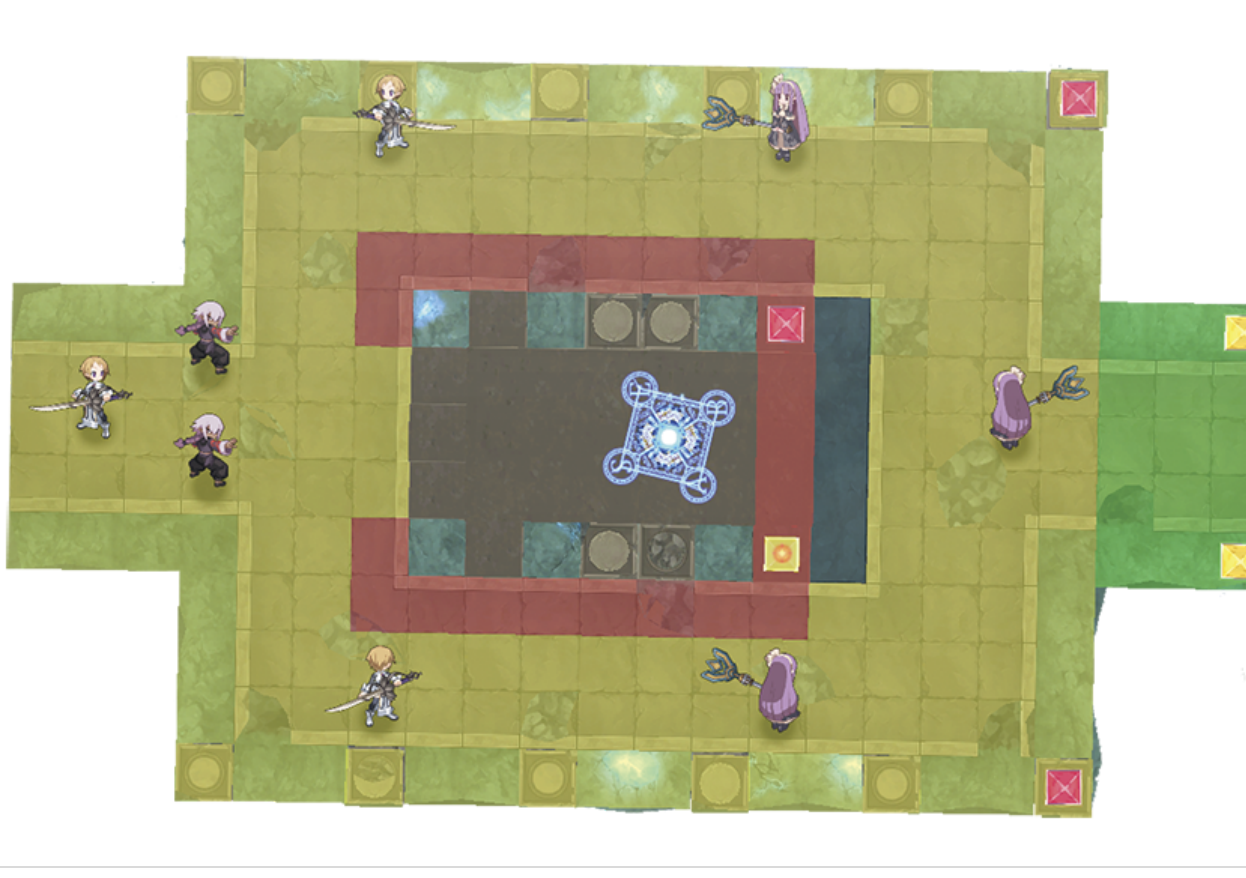
The Balrogs that line the path are standing on Geo Panels that offer Recovery 20% and SP Heal, and are shielded by a one-square-wide barricade made out of No Entry Panels. Combined with their Stone Statue Evility, the Balrogs are very difficult to kill and will happily snipe at you with Wind spells all day. At this level, their Monster Mastery means their spells have enough range to reach almost all the way across the map.



The Rune Knight at the end of the path will hop on her Balrog buddy on the first enemy turn. That Balrog is carrying a second Evility, Heart of a Flea, which makes any successful attack against him a one-hit kill, but his first Evility means he's the functional equivalent of a rocket sled. On that turn, he'll carry the Rune Knight all the way across the map so that she can use her own combination of Evilities to blast your characters to bits with her elemental attacks. Cut her mount out from under her, then Lift and Throw her off the Enemy Boost +50% Geo Panels for an easy win.

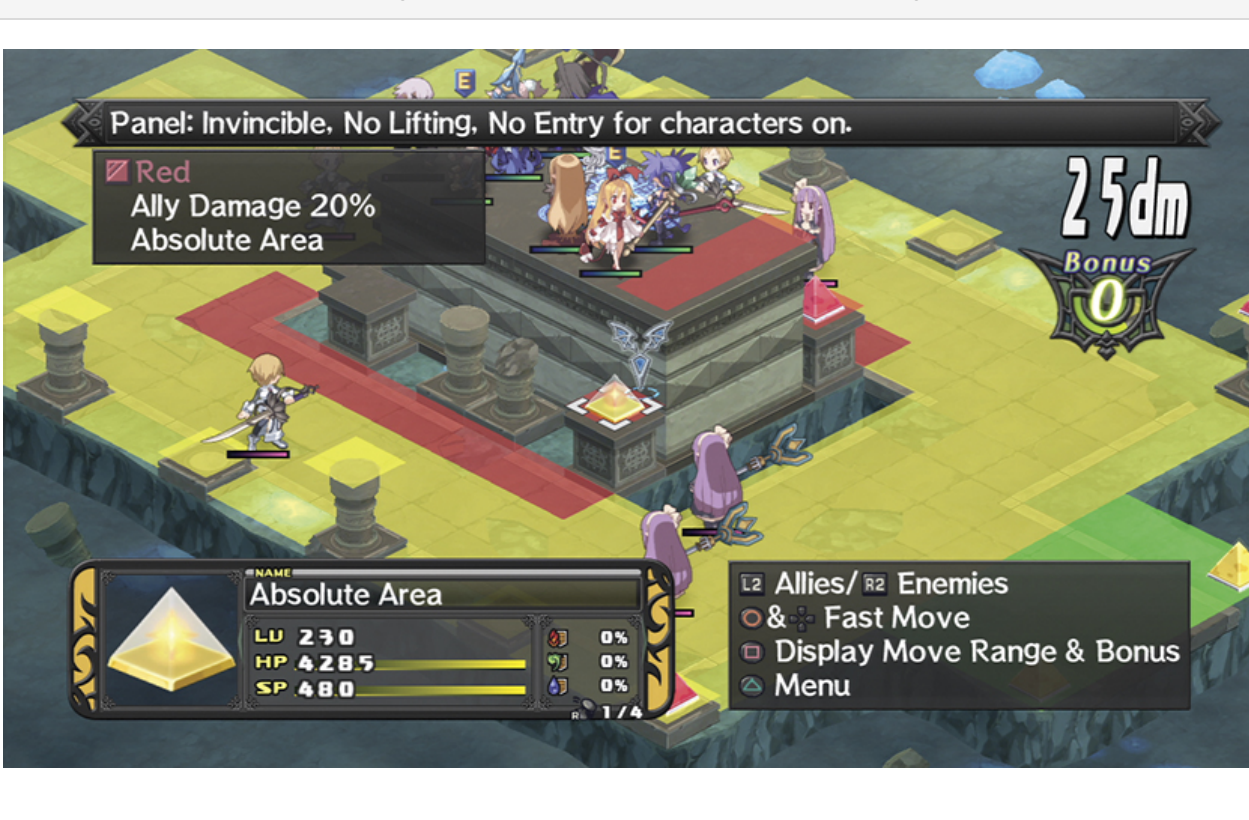
The last real complication at that point is the Grimalkins, who won't jump into the fight until you get close. Try to have most of the Balrogs and the Rune Knight down by then, and if possible, Throw somebody into position to destroy the Enemy Boost +50% Geo Symbol. Without that, the Grimalkins are just tough, as opposed to devastating.

Cave of Ordeals 5



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Mega Knight	230	3	Spirit Protection	Mistilteinn	Achilles Shield, Lunar Orb	Fire Charge, Wind Charge, Ice Charge, Anti-Fire, Anti-Wind, Anti-Ice, Blade Rush, Hurricane Slash, Nether Slash, Musou Slash, Fire, Mega Fire, Giga Fire, Wind, Mega Wind, Giga Wind, Ice, Mega Ice, Giga Ice, Omega Ice
Prism Mage	230	3	Magic Creation	Rune Staff	Achilles Shield, Falcon Shoes, Falcon Shoes	Omega Ice, Star, Mega Star, Giga Star, Omega Star
Viper Fighter	230	2	Forced Counter	Devil Hand Wraps	Dragonmail	Triple Strike, Double Shadow, Side Out, Beast King

Geo Symbol	Geo Effect	Destroy
Yellow #1	Recovery 20%	Yellow Change
Yellow #2	Recovery 20%	Yellow Change
Null	Absolute Area	Clear
Red #1	Ally Damage 20%	Red Change
Red #2	DEF +50%	Red Change
Red #3	Ally Damage 20%	Red Change



The Null Symbol near your base panel is generating an Absolute Area Geo Effect. Because of how the rest of the stage is arranged, this is one of the few absolutely indestructible Geo Symbols in the game; you can't set off a convenient Geo Chain to deal with it or throw another Geo Symbol into its square, so it's just there for the duration. You'll have to work around it.

The two Viper Fighters will hop onto the sarcophagus in the center of the room with you as soon as they can, and both have the Forced Counter Evility. If they end up hitting one of your own Martial Artists or Fight Mistresses, a chain of Counterattacks will begin that only ends when somebody dies.

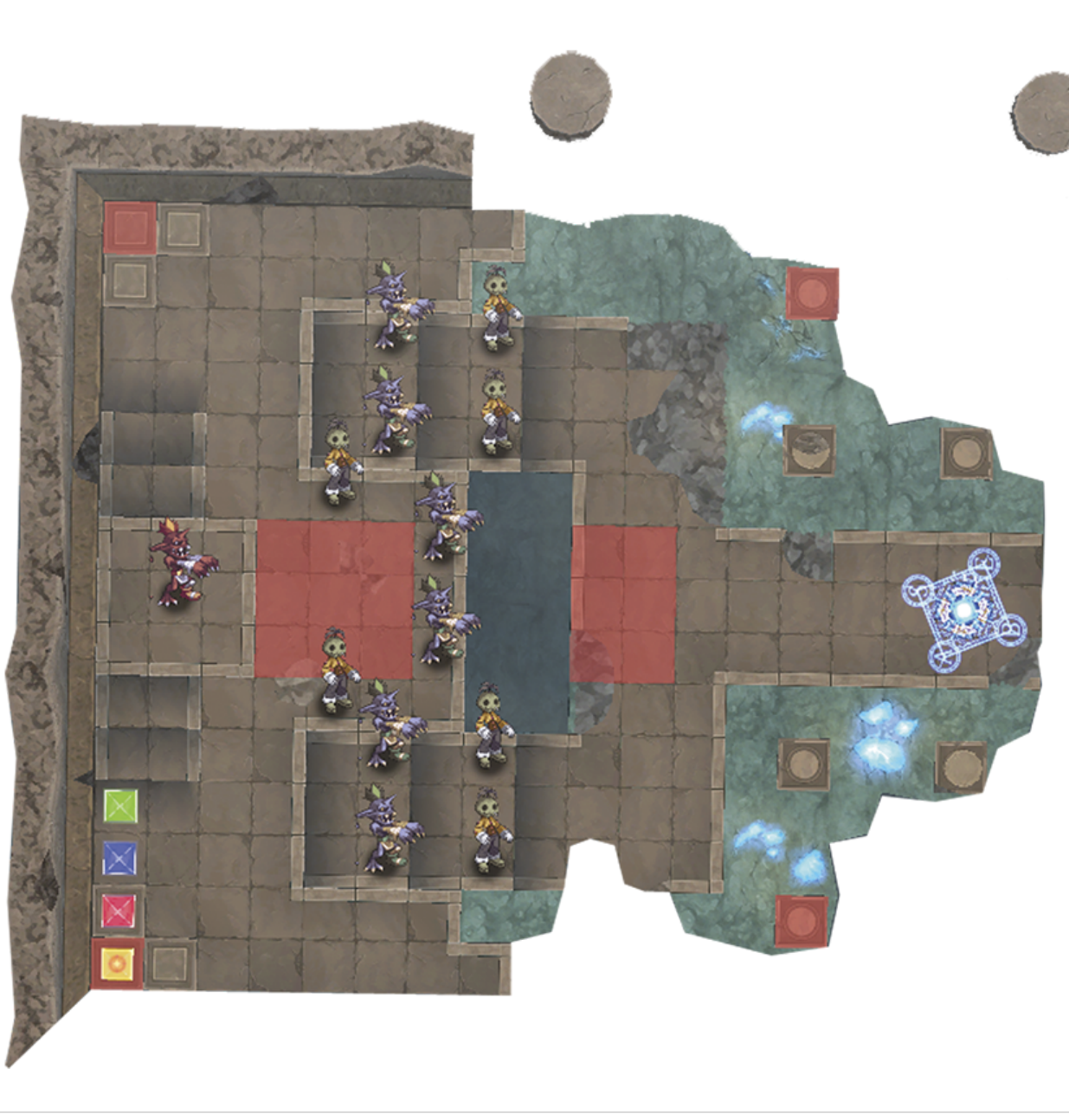
Meanwhile, the Mega Knights will attempt to lower your elemental resistances so that they and the Prism Mages can blow you up from the ground level. The Mages all have a Weapon Mastery of 20 with those Staves they're waving around, so the range on their spells is frankly ridiculous, and their double set of Falcon Shoes gives them a higher Move stat than Mages usually have.

Accuracy
Change
Arial 99%
13dm
Laharl
LV 535
HP 36589
SP 4772
Arial
LV 230
HP 21345
SP 2870

The Ally Damage 20% Geo Effect that's covering most of the floor makes it painful to chase down any of the Mages or Knights at ground level, but you can hop onto the empty panels on either side of the sarcophagus and return fire from there. Between the Mages' and Knights' naturally high RES and the Knights' Spirit Protection Evilities, elemental magic is close to useless against them. An Archer or Gunner can really shine here, or you can use long-range Weapon Skills like Trident or Musou Slash.

Whatever you end up doing, once you've defeated most of the enemy units, the survivors will withdraw to the green Geo Panels on the edge of the map. Once the Recovery 40% Geo Effect has restored some of their health, they'll come back out and start running in circles around the room, bombarding you with Star spells while keeping the sarcophagus between you and them. At this point, you can send a couple of your more mobile characters down to ground level with a healer in tow to chase the surviving enemies down, or simply bide your time and wait for the chance to shoot the survivors from a position of relative safety.

Cave of Ordeals 6



Class	Lv	Qty	Evility	Weapon	Armor	Skills
Scarecrow	280	6	Bad Trip	Dragon Tail	Orichalcum Armor, Orichalcum Armor	Jack Knife Jr., Daniel Jacks, Jack the Ripper, Jackpot 4 U, Jumpin' Jack, Target Lock
Wight	280	6	Predation	Dragon Tail	Orichalcum Armor, Orichalcum Armor	Poison Bite, Rotten Headbutt, Zombie Tornado, Zombeam, DIEmension Slash
Zombie King	300	1	Corpse Cannibal	Dragon Tail	Orichalcum Armor, Orichalcum Armor, Exodus	Poison Bite, Rotten Headbutt, Zombie Tornado, Zombeam, DIEmension Slash

Second Visit

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Rahab	300	15	Cold Charge	Dragon Tail	Orichalcum Armor	Shark Slider, Lorenzini, Shark Whirlpool, Sea Dome Tragedy, Jaws Wave Rider

Geo Symbol	Geo Effect	Destroy
Null	Super Encroach	Clear
Red	Clone	Red Change
Blue	No Lifting	Blue Change
Green	Ally Lonely	Green Change

Second Visit

Geo Symbol	Geo Effect	Destroy
Red	EXP +50%	Red Change
Green	EXP +50%	Green Change
Blue	Mana +50%	Blue Change
Yellow	Mana +50%	Yellow Change

Panel: One clone is made per turn of a character on.
Symbol Effect
Clone
25dm
Bonus
0
Clone
LV 300
HP 6380
SP 626
Allies/ Enemies
& Fast Move
Display Move Range & Bonus
Menu

The row of Geo Symbols against the back wall is a bit like a lit fuse. On the first enemy turn, the Super Encroach Effect causes the red Geo Panel underneath the Null Symbol to expand outward and hit the green Geo Symbol. Now the red Panels cause Clone, which means a randomly chosen enemy unit will get duplicated at the end of the enemy turn.

One turn after that, the Panels expand again and they acquire a No Lifting Geo Effect. Finally, they hit the green Geo Symbol, which causes half the map to get an Ally Lonely Effect. At that point, you're going to have a very hard time even deploying characters, let alone winning the fight.

Before you start this fight, do a little preparation. Equip a single character that has a high native DEF with equipment that enhances his or her Move stat. A Warrior or Lady Valkyrie will do the trick, using a Nine Tail and a couple of pairs of Angel's Shoes.

Once the fight starts, buff that character with Move! and throw him or her in the general direction of the Geo Symbols. While the rest of your units run interference, keep that character on a drive toward the Geo Symbols so that you can destroy at least one of them before the fourth enemy turn.

Defense Correction
Change
Geo Symbol + 0%
22dm
Kim
LV 435
HP 29414
SP 1980
Ally Lonely
LV 300
HP 6380
SP 577

If you're feeling good about your chances, destroy the Lonely Ally Geo Symbol first and leave the rest alone. The Cloned monsters make a decent source of extra EXP and you can swipe their Orichalcum Armors. You'll most likely want to deal with the Scarecrows as fast as possible, though, as Bad Trip is a headache. The Zombie King at the back of the map is considerably more powerful than the other monsters, however, and the Clone Geo Effect does work on him.

Tip

The Clone Geo Effect duplicates a random hostile unit at the end of the enemy turn. The duplicate appears on the map in exactly the same condition as the original, including equipment and lost HP. If you work at it a bit, it is possible on this stage to give yourself an infinite number of near-death Zombie Kings for your characters to kill one right after another.

Beating the Cave of Ordeals unlocks the Ordeal or No Deal Trophy.

Cave of Ordeals 6: Second Visit

This is your reward for clearing the Cave of Ordeals: the single best grind spot in the game.

Defense Correction
Change
Scott + 0%
Kraken + 0%
Logan + 0%
Kenny + 0%
Lionel + 0%
Yami + 0%
13dm
& Moveable
Laharl
LV 540
HP 36911
SP 4815
Scott
LV 300
HP 20656
SP 1754

The 15 Rahabs in front of you are level 300, which you should be able to handle if you made it here in the first place, and all of them begin the map standing on Geo Panels that confer EXP +100% and Mana +100% multipliers.

The Rahabs can and will jump off those Panels as soon as they're within range of your characters, but that gives you a full turn in which you can blow up the six Rahabs directly in front of the base panel. Fire-based spells and Skills will be the most efficient way to do this, but anything will do the trick. The Rahabs will retaliate with their typical Ice-based Skills, but they're there to get pummeled, and on some level I think they know that.

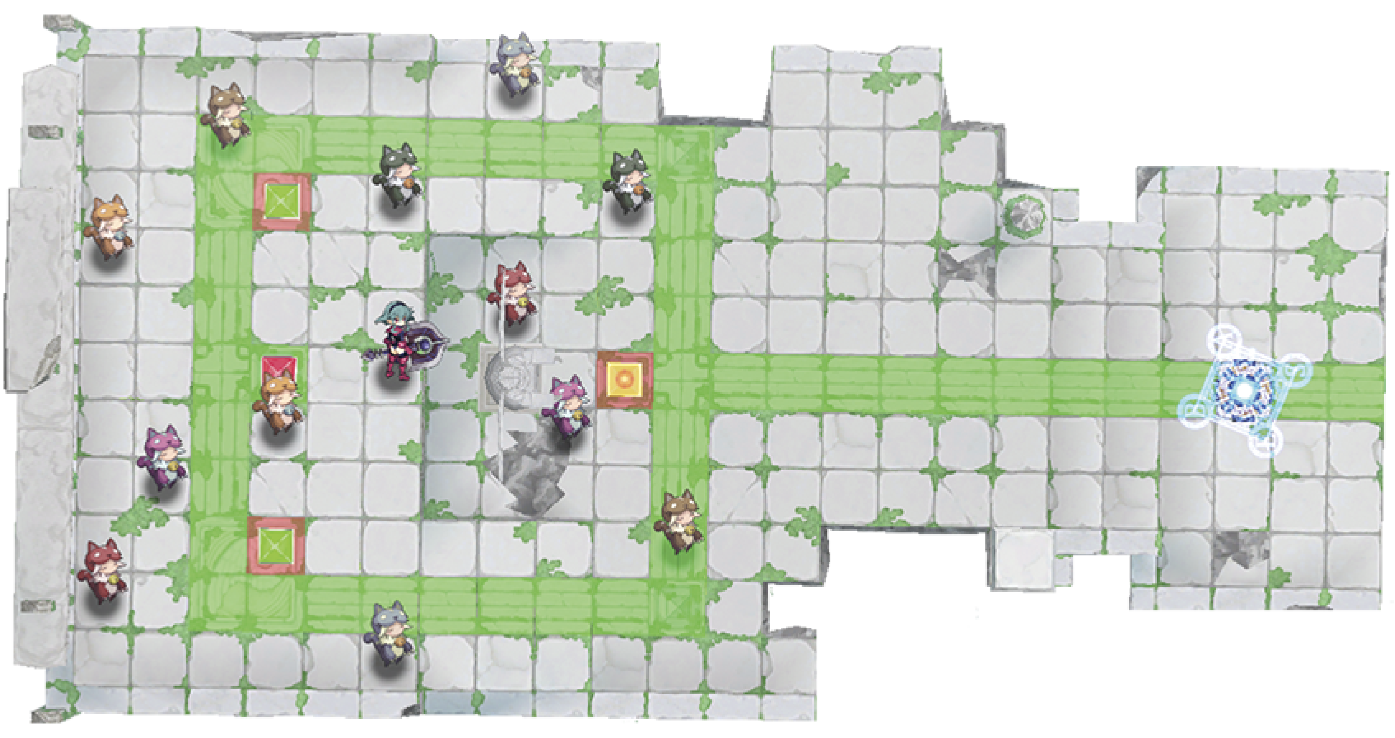
If you adjust the Enemy Strength and Obtain Rate in the Cheat Shop, you can keep coming back to Cave of Ordeals 6 for the rest of the game to gather easy EXP and Mana. You can easily farm these poor Rahabs all the way to level 9,999.

Post-Game: Melancholy of Barbara

Does that look like a person who's trying to act on her own will?

Upon clearing the Final Episode, you can propose a bill in the Dark Assembly called Where Are The Cats?! for 1,000 Mana. If the bill is approved, it opens a destination at the Dimension Guide called Melancholy of Barbara. It leads you back to the ruins near the Celestial Gate, where you'll find Barbara and her new masters.

Orders Received

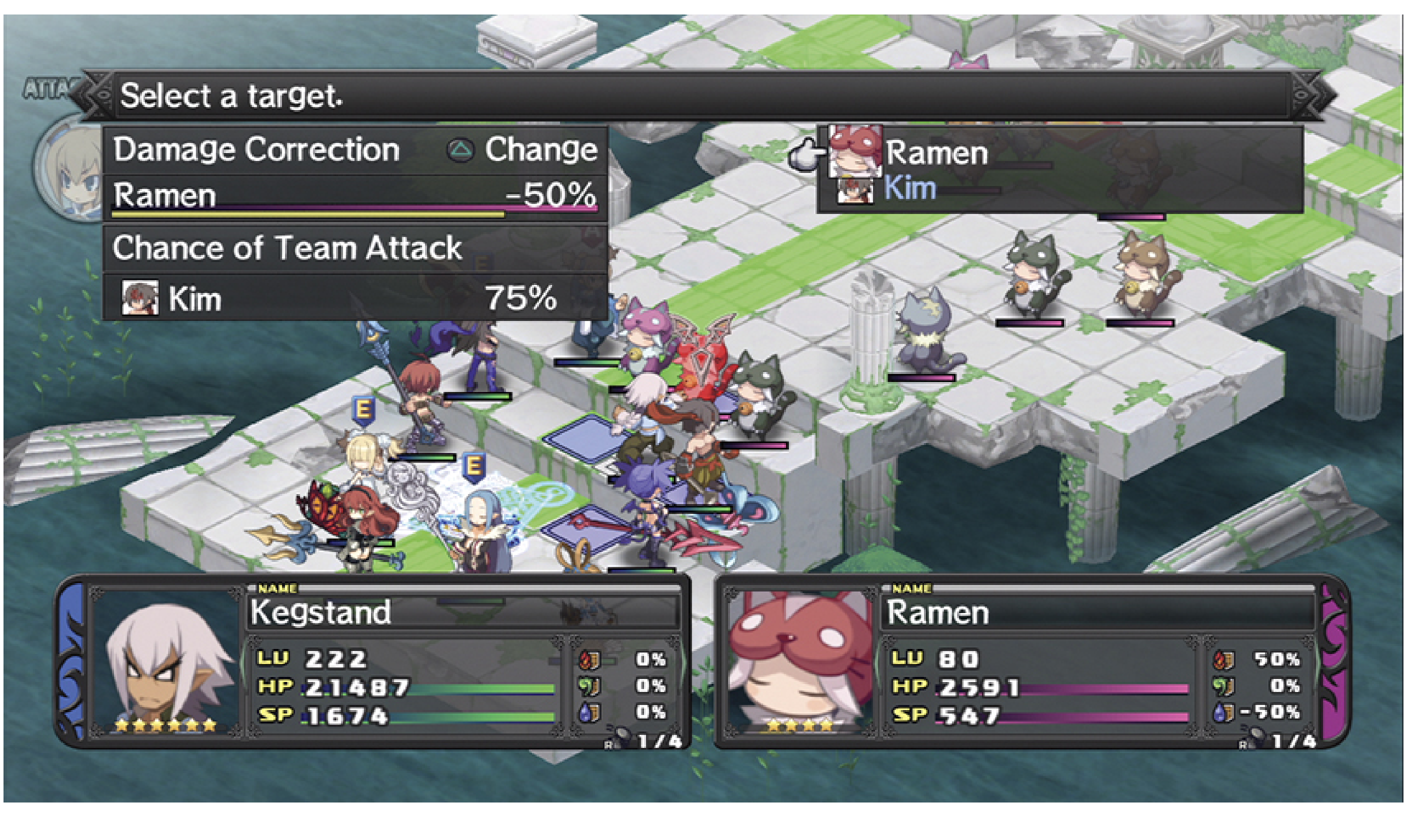


Geo Symbol	Geo Effect	Destroy
Null	No Color Change	Clear
Red	Enemy Boost +50%	Red Change
Green #1	ATK +50%	Green Change
Green #2	No Lifting	Green Change

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Grimalkin	80	12	Orange: Weakening Aura, Green: Cute Aura, Pink: Softening Aura	Geo Blade	Angel Shield	Cat Setaria, Burning Hairball, Combo Attack, Cat Umbrella Spin
Barbara	100	1	Passiveness, Defensive Stance	Axe of Despair	Angel Shield, Sophia's Mirror, Victory Muscle	Order: Prediction, Order: Chaos Dance, Boulder Crush, Helmet Crush, Super Back Spin, Axe Wheel WMD

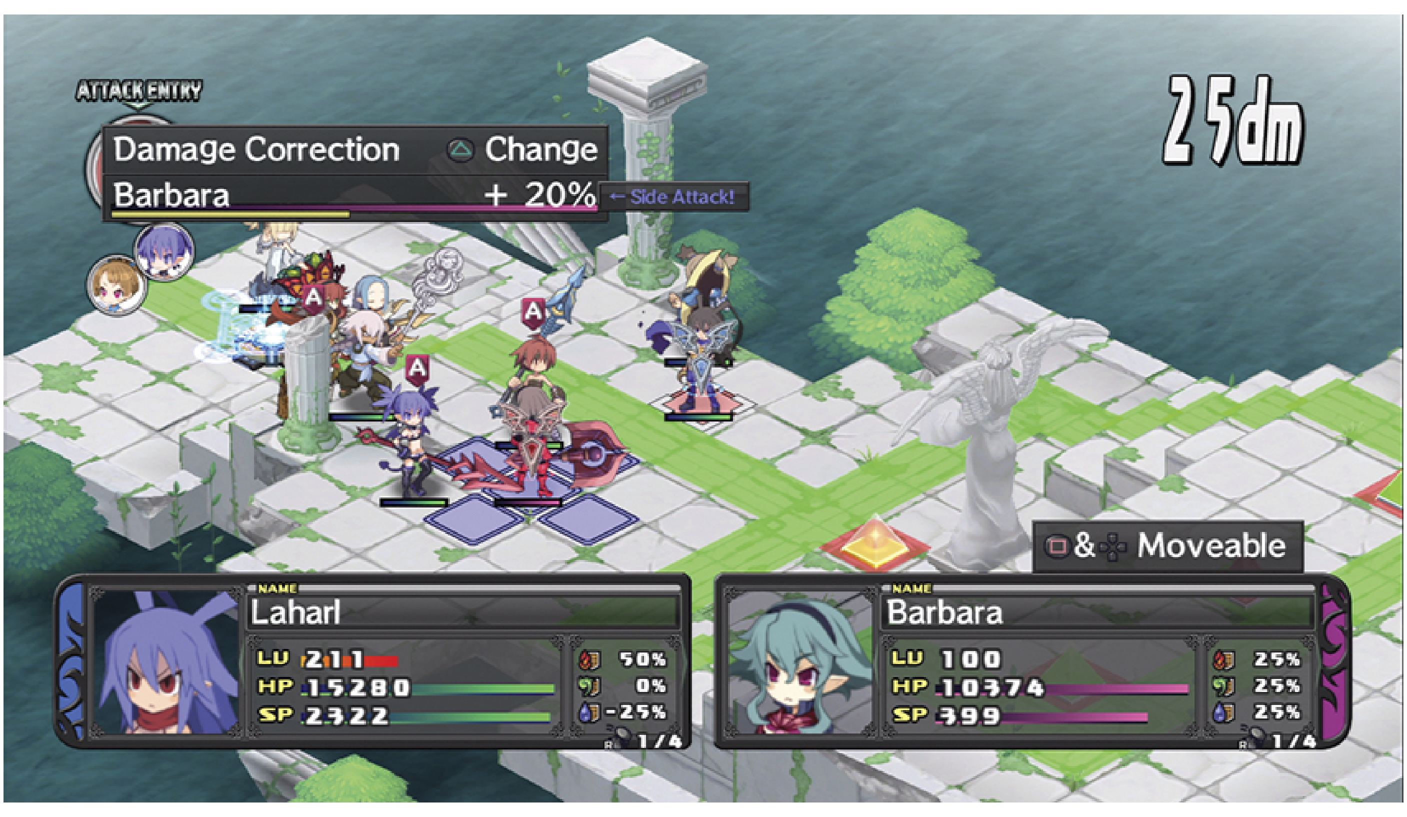
Whatever her level and gear were at the end of the Final Episode, Barbara appears here at level 100 with her old one-two punch of Evilities from Netherworld Maw. The combination of Defensive Stance and Passiveness once again gives her an effectively infinite number of Counterattacks.

This time, however, she's using an Axe of Despair instead of a Spear, which means she hits much harder but isn't able to Counterattack from two panels away. You can also steal her Sophia's Mirror and Victory Muscle to soften her up.



Select a target.
Damage Correction
Change
Ramen
-50%
Chance of Team Attack
Kim
75%
Ramen
Kim
NAME
Kegstand
LV 222
HP 21487
SP 1674
0%
0%
0%
1/4
NAME
Ramen
LV 80
HP 2591
SP 547
50%
0%
-50%
1/4

She's almost a secondary consideration, however, as the Grimalkins are genuinely dangerous. If you come in here right after clearing the Final Episode, it's likely that the Grimalkins will make mincemeat out of your front line, as they hit much harder than you'd think they would. This is due to their gear, as they've all got Geo Blades and Angel Shields. Keep an eye on their Evilities, as they each take half damage from something, whether it's monsters, humanoids, or female characters.



ATTACK ENTRY
Damage Correction
Change
Barbara
+ 20%
← Side Attack!
25dm
& Moveable
NAME
Laharl
LV 211
HP 15280
SP 2322
50%
0%
-25%
1/4
NAME
Barbara
LV 100
HP 10374
SP 399
25%
25%
25%
1/4

ATTACK ENTRY
Overlord's Wrath
COMBO 3
TOTAL DAMAGE 6684

At the start of the fight, all the Grimalkins rush your position, while Barbara won't move until the third turn. Set up a defensive line on the stairs near the base panel, then take out the Grimalkins one at a time so that you don't have any distractions when Barbara arrives. Engage her from one panel away whenever possible with Skills like Musou Slash, Side Out, and Axe Wheel WMD.

When you defeat Barbara (again), she rejoins your army for good, and does so at the level and with the gear she had when you finished the Final Episode. This also unlocks the Red Barbara Trophy.

Clearing this stage raises the maximum multiplier at the Cheat Shop to 250% and gives you 25 extra Cheat Points. These are "free" points and can be assigned to any category without your having to subtract them from anything else.

You cannot return to Orders Received after it's been cleared.

Map Events

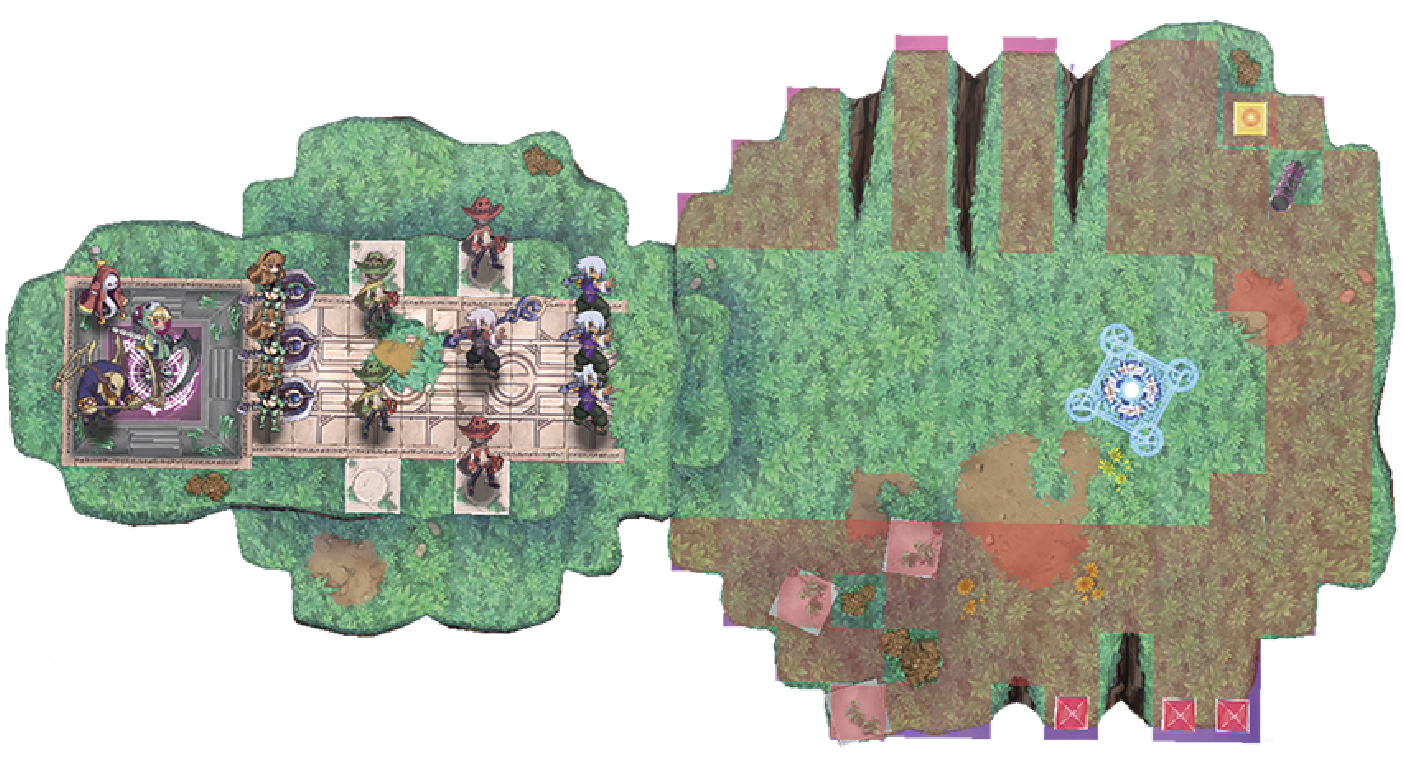
- Barbara attacks one of your units.
- Laharl enters the panel next to Barbara.
- Sicily enters the panel next to Barbara.

Post-Game: Kid Death's Lament

"Bossy little kid"!?
How dare you call me that!
Don't you know who I am!?

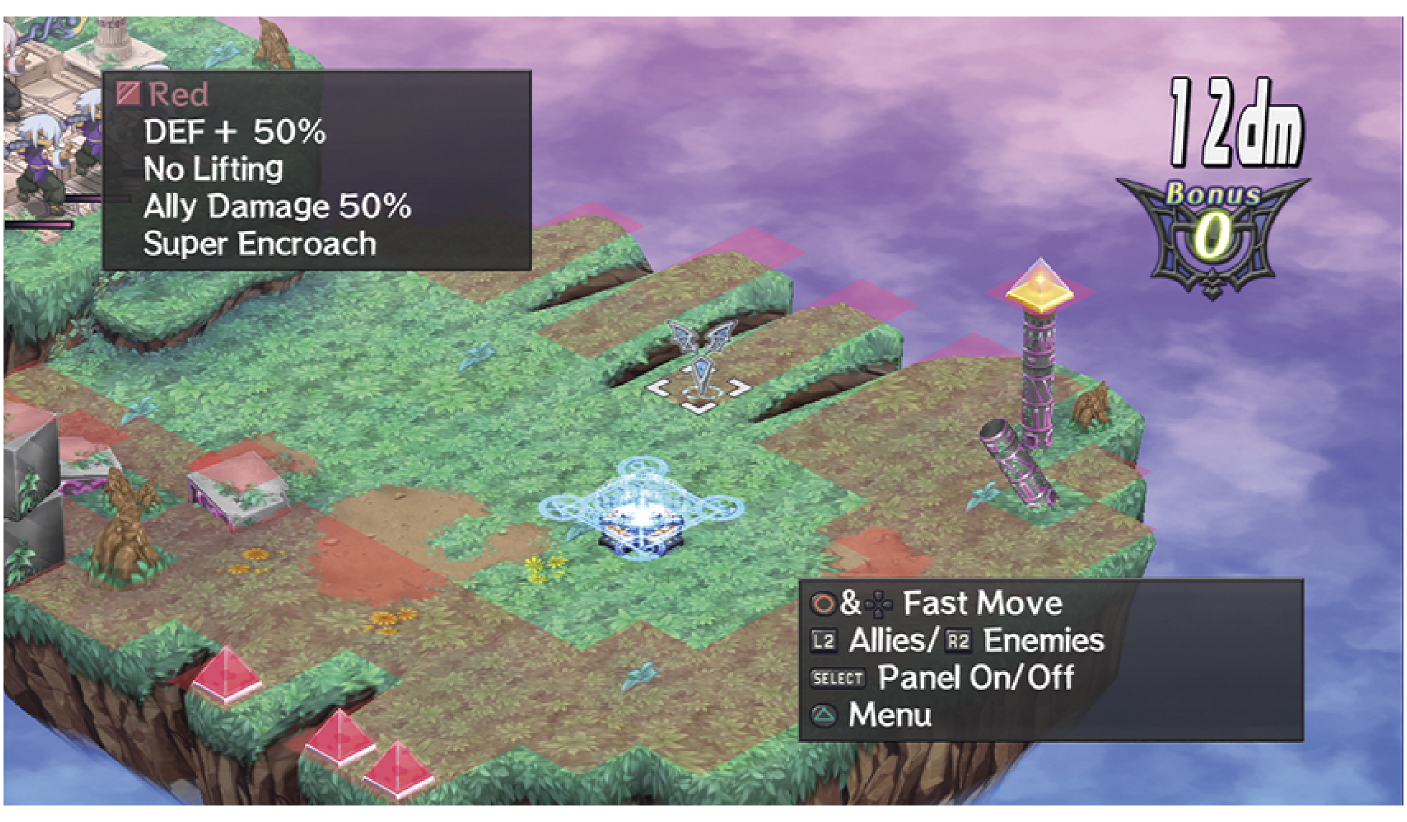
After you beat the Final Chapter, the Meet the President's Son bill appears in the Dark Assembly for 2,000 Mana. It has no other prerequisites. If you get it to pass, it opens up a new destination at the Dimension Guide called Kid Death's Lament, where you'll find a weirdly bossy little kid.

Netherpower Struggle



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Viper Fighter	120	3	Fury	Hero Chop	Angel Shield	Triple Strike, Double Shadow, Side Out, Beast King	-
Viper Fighter	120	1	Forced Counter	Blue Stinger	Angel Shield	Impaler Drop, Blade Bash, Spear Blow, Trident	-
Hitman	120	4	Assist (x2), Second Attack (x2)	Volcanic Fire	Angel Shield	Tri-Burst, Dark Matter Ether, Point Blank Blaster	The two Hitmen on the pillars have Second Attack.
Mythril Knight	120	3	Defender	Axe of Despair	Angel Shield	Boulder Crush, Helmet Crush, Super Back Spin, Axe Wheel WMD	-
Wraith	140	1	Mind Break	Happy Emblem	Angel Shield	Ignis Fatuus, Micro Bomber, Puppet Show, Never Forget You, Dimension Eater X, Fire, Mega Fire, Giga Fire, Omega Fire, Giga Star	-
Mrtyu	140	1	Soul Reaper	Happy Emblem	Angel Shield	Shadow Nail, Circle of Death, Soul Collector, Death March, Ice, Mega Ice, Giga Ice, Omega Ice, Giga Star	-
Emizel	150	1	Concentration: Increases damage by 50% for single-target elemental magic.	Death Sickle	Angel Shield, Pravda Pendant	Soul Reaper, Grim Specter, Delta of Death, Blade Rush, Hurricane Slash, Nether Slash, Mega Fire, Giga Fire, Mega Wind, Giga Wind, Mega Ice, Giga Ice	-

Geo Symbol	Geo Effect	Destroy
Red #1	Ally Damage 50%	Red Change
Red #2	Super Encroach	Red Change
Red #3	No Lifting	Red Change
Null	DEF +50%	Clear



The red Geo Panels that surround your base panel have a devil's brew of DEF +50%, No Lifting, Ally Damage 50% and Super Encroach Geo Effects, but one character with a Gun can take them all out at once by destroying the Null Symbol. That greatly simplifies the fight, as now you can take your time and set up a perimeter, rather than having to run headlong into Emizel's bodyguards before the Geo Panels kill you.

Alexa protected Joss!
PROTECT ACTION!!

Emizel's entourage includes three Mythril Knights with the Defender Evility, and unlike every other enemy unit in the game, they actually use the Defend command. As such, any attack you make on this stage is going to be intercepted by a Protect Action from a Mythril Knight before it reaches its intended target. Each Knight can Defend against up to three attacks per turn and they're Defending, so they'll take half damage even before their high DEF and RES kick in.

ATTACK ENTRY
Mega Wind
COMBO 3
TOTAL DAMAGE 6086

There are a couple of workarounds for this. One is to use as many area-of-effect attacks as possible in order to use up the Mythril Knights' Protect Actions; another is to use a lot of Fire, because the Mythril Knights have a slight vulnerability to that element, and forcing them to intercept multiple Fire-based attacks will get them out of the way that much faster.

On the first enemy turn, the four Viper Fighters will rush your position, followed by the rest of Emizel's team one turn later. Emizel is happy to come down to your level and mix things up with his unique Skills and spells, but the monsters and Hitmen will typically hang back and provide ranged support. Emizel can do a lot of damage on his own, but fortunately, he's not inclined to take advantage of his Evility, and will instead spread out the damage among your characters with Skills like Delta of Death. Once you've dealt with the Mythril Knights and the threat of the Geo Panels, however, the fight isn't anything special.

Map Events

- Position Etna next to Sicily.
- Have Laharl attack Emizel.
- Station Flonne in the panel next to Emizel.

Once you've defeated him, Emizel joins your crew. He's a powerful offensive spellcaster against single targets due to his Concentration Evility, which makes him a great boss killer. Emizel is initially wearing a Robe of the Magi and carrying a Death Sickle, which is one of a handful of "joke" weapons in the game, complete with a unique Innocent. You can go to the Item World and pass a free bill in the Item Assembly to reskin any of your other Swords to look like the Sickle.

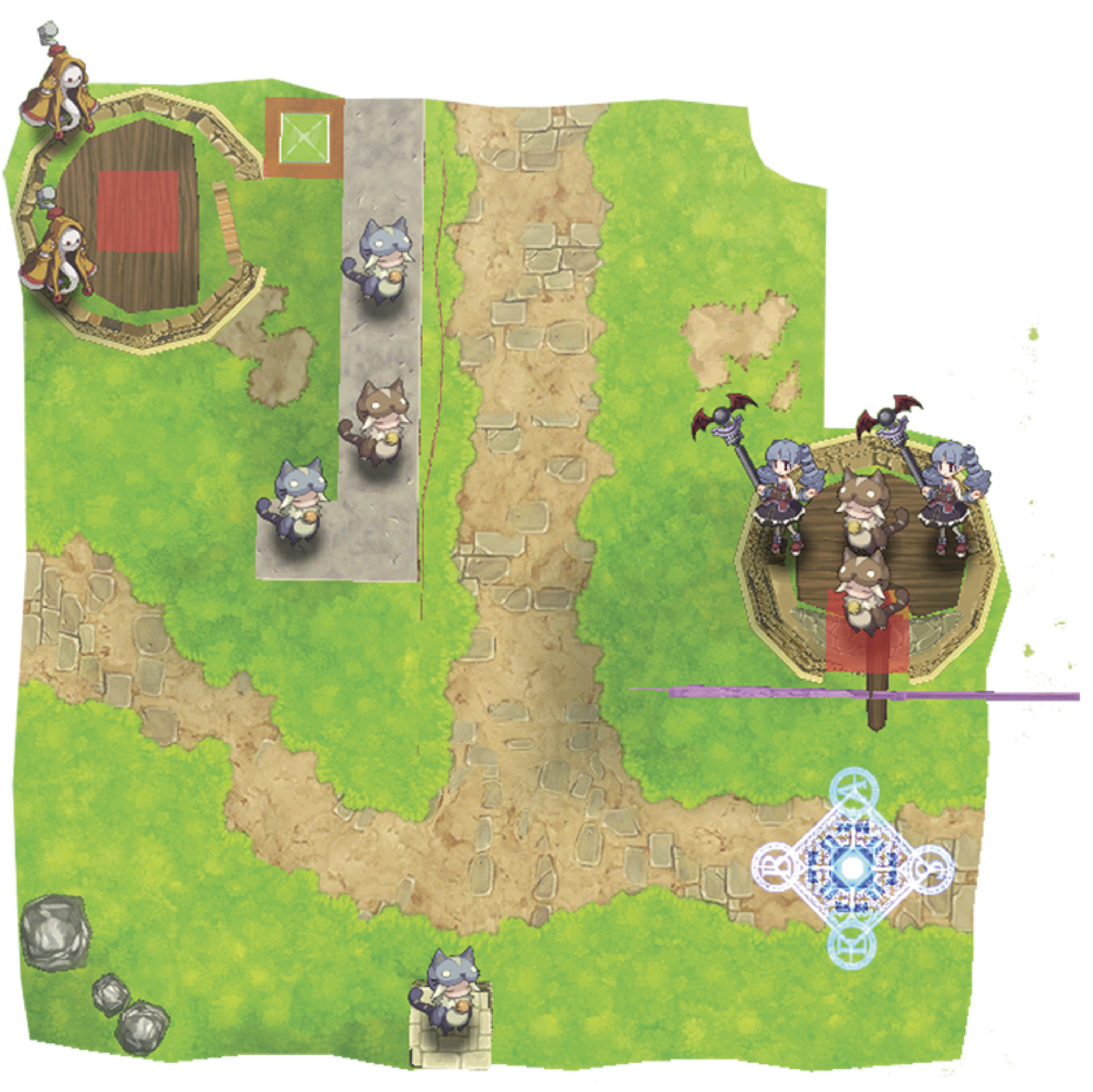
For defeating Emizel, you receive 50 extra CP for use at the Cheat Shop, and the maximum Obtain Rate goes up to 350%. You cannot revisit Netherpower Struggle once it's been completed.

Post-Game: Eye Beams

I found you, suspicious eye beam girl!
Who the hell are you, and what are you doing here!?
SKIP

Pay 5,000 Mana and pass the Girl Who Shoots Beams From Her Eyes! bill in the Dark Assembly. Eye Beams becomes available as a destination in the Dimension Guide.

Mysterious Girl



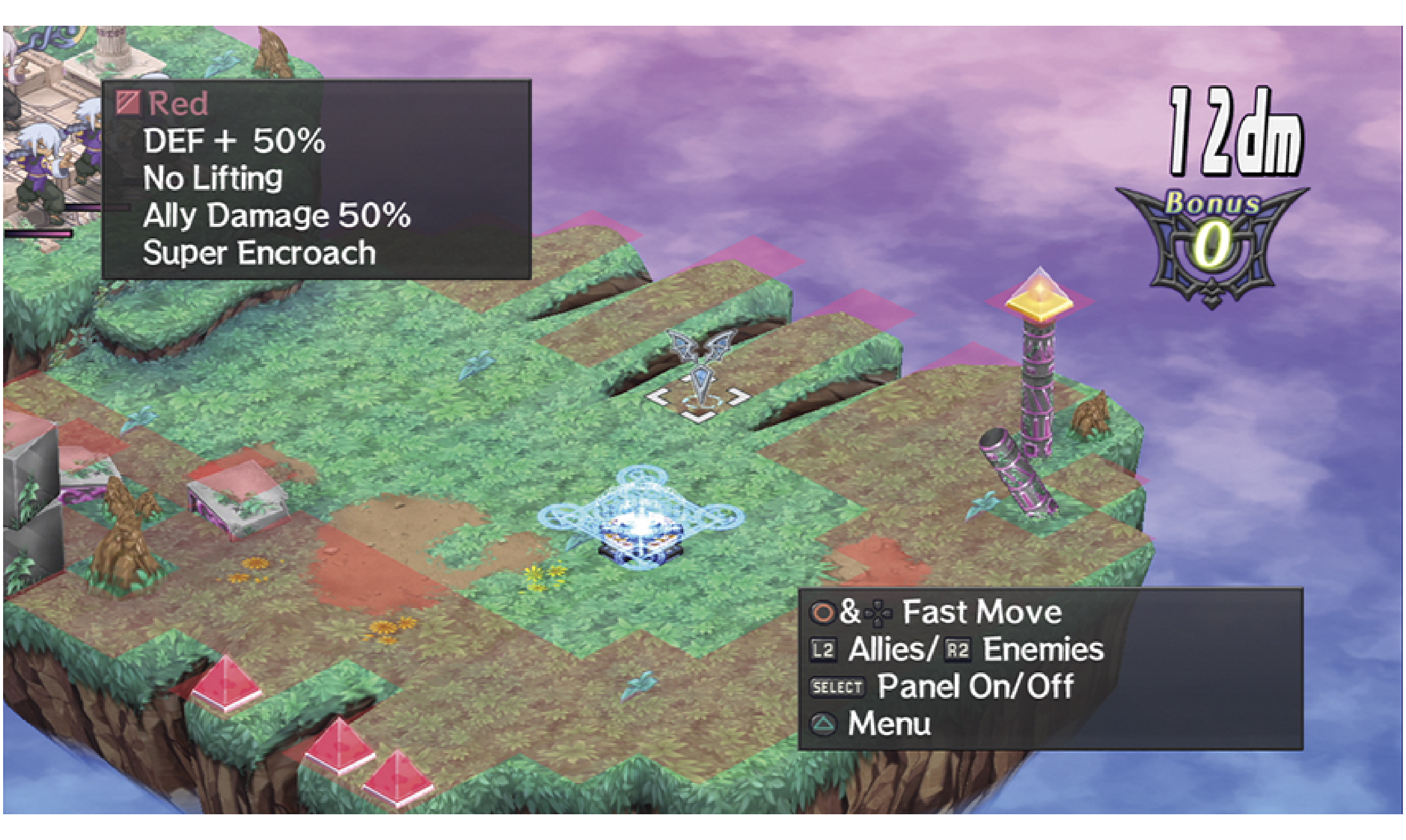
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Cait Sith	175	6	Softening Aura (x3), Weakening Aura (x3)	Golem Punch	Robe of the Magi	Cat Setaria, Burning Hairball, Combo Attack, Blue Sky Surfer, Cat Umbrella Spin
Specter	175	2	Astral Body	Chastity Emblem	Robe of the Magi	Ignis Fatuus, Micro Bomber, Puppet Show, Never Forget You, Dimension Eater X, Fire, Mega Fire, Giga Fire, Omega Fire, Giga Ice
Shooter	175	2	Sniping	Contract Staff	Robe of the Magi, Plastic Nose, Bloody Orb	Giga Ice

Geo Symbol	Geo Effect	Destroy
Green	Warp	Green Change

This is a stage that is about being hip-deep in angry cats.

The two Archers on top of the windmill are apparently stapled to the roof. They will not move under any circumstances, and they're high enough off the ground that the only realistic way to reach them is to use the Warp Panel on top of the wrecked tower nearby.

Getting there, however, will require you to wade through a big pile of Cait Siths, all of whom will be setting you on fire and hitting you with fish and laughing off half the damage thrown at them the entire time. You'll want to bring a balanced party of monsters and humanoids to this stage, in order to get around the Cait Siths' damage reductions, and plow through them one and two at a time.

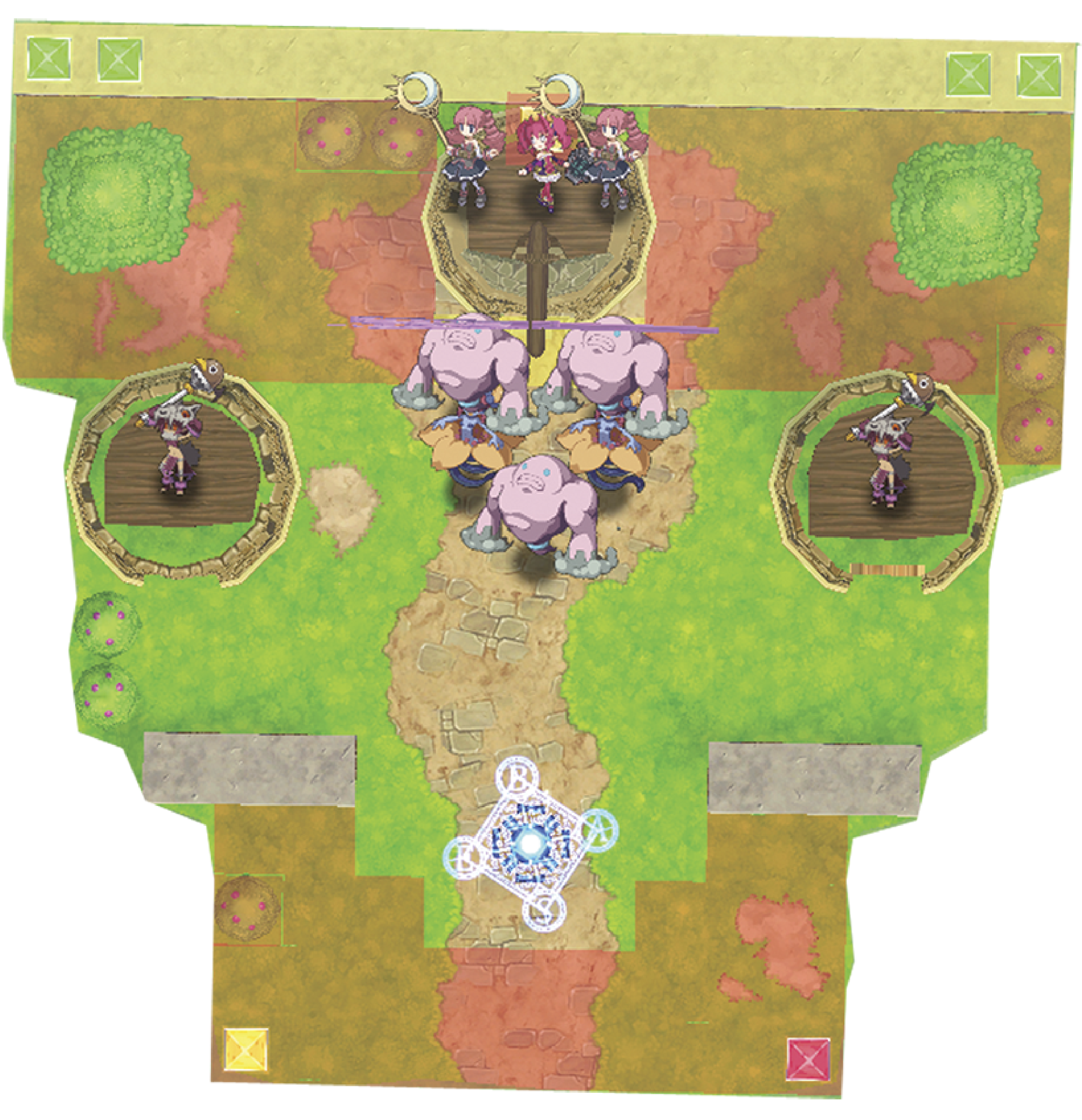


Once everything else on this stage is dead, the Archers will harass you with surprisingly powerful Ice spells from their perch on top of the tower. At this point, have someone walk over to the Warp Panel so they can teleport to the windmill's roof and finish off this stage.

Map Events

- Station Sicily next to Etna.
- Station Laharl next to Flonne.
- After triggering the previous Map Event with Flonne, keep her in the field until the start of your next turn.

Red Overlord Search

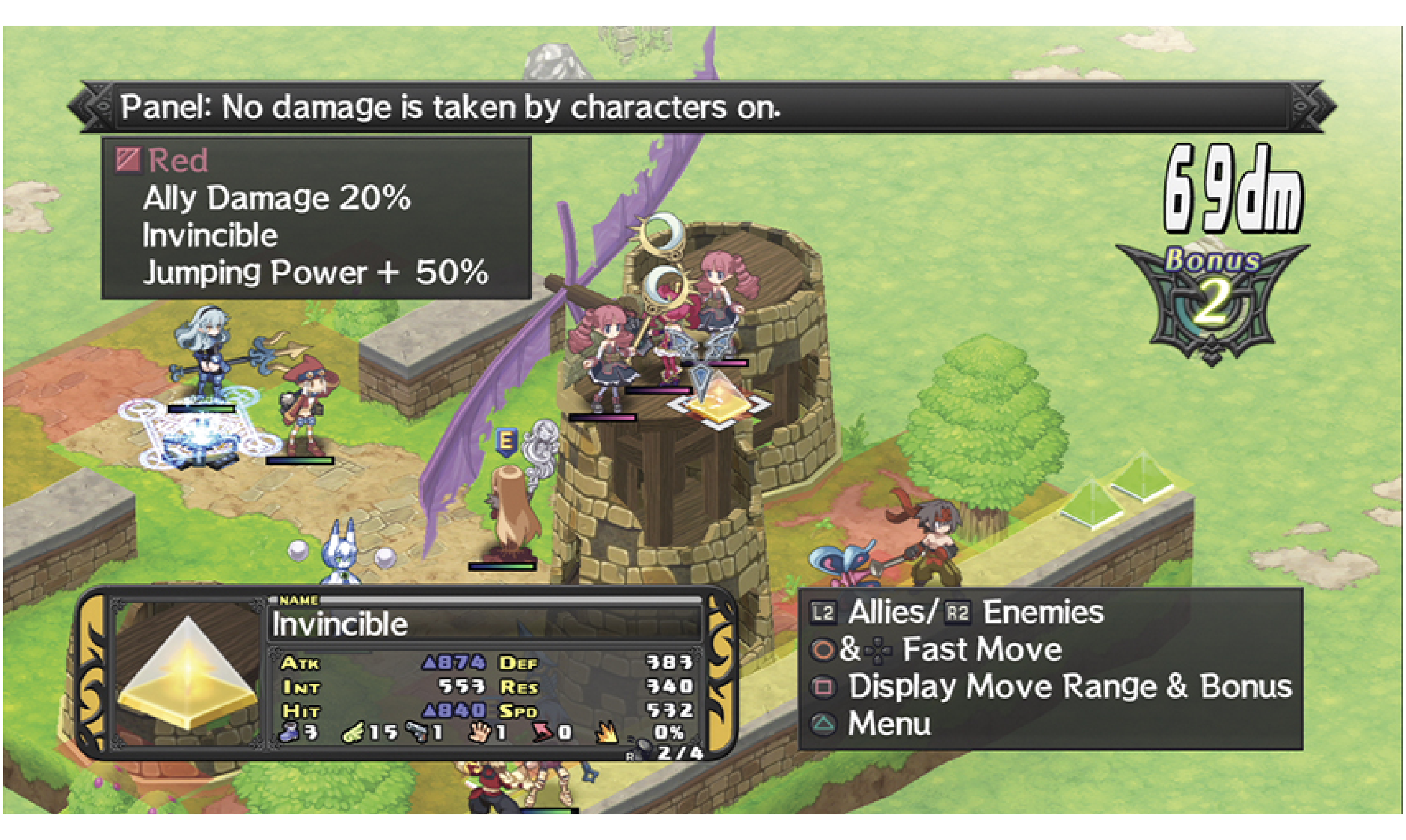


Class	Lv	Qty	Evility	Weapon	Armor	Skills
Belladonna	180	2	Sweet Aroma	Earth Emblem	Nine Tail	Petal Cutter V, Solar Satellite, Scatter Thorn Shot, Thorn Drill Blast, Moon Spike, Wind, Mega Wind, Giga Wind, Braveheart, Shield, Magic Boost, Magic Wall
Dark Elder	180	2	Cursed Dance	Prinny Staff X	Nine Tail	Giga Wind, Star, Mega Star, Enfeeble, Armor Break, Mind Break, Resist Break, Blind, Slow, Poison, Slumber, Stun, Blank Out, Charm
Bow Master	200	2	Sniping	Eclipse Wand	Angel Shield	Star, Mega Star, Giga Star
Genie	180	2	Reversal Power	Jaws of Cerberus	Nine Tail	Nether Lariat, Pile Bunker, Gaea's Lament, Macho Golem, Lantern Wish
Petta	250	1	All Range +: increase attack and magic range of adjacent ally units by 2.	iVil Pad	Angel Shield, Royal Ring	Azure Prison, Petta Beam, Time Drive, 451 Degrees of Evil, Gone with the Cotton, Sea Horse Charge, Baskervilles, Nether News, Omega Star, Tera Star, Mega Heal, Braveheart, Target Lock

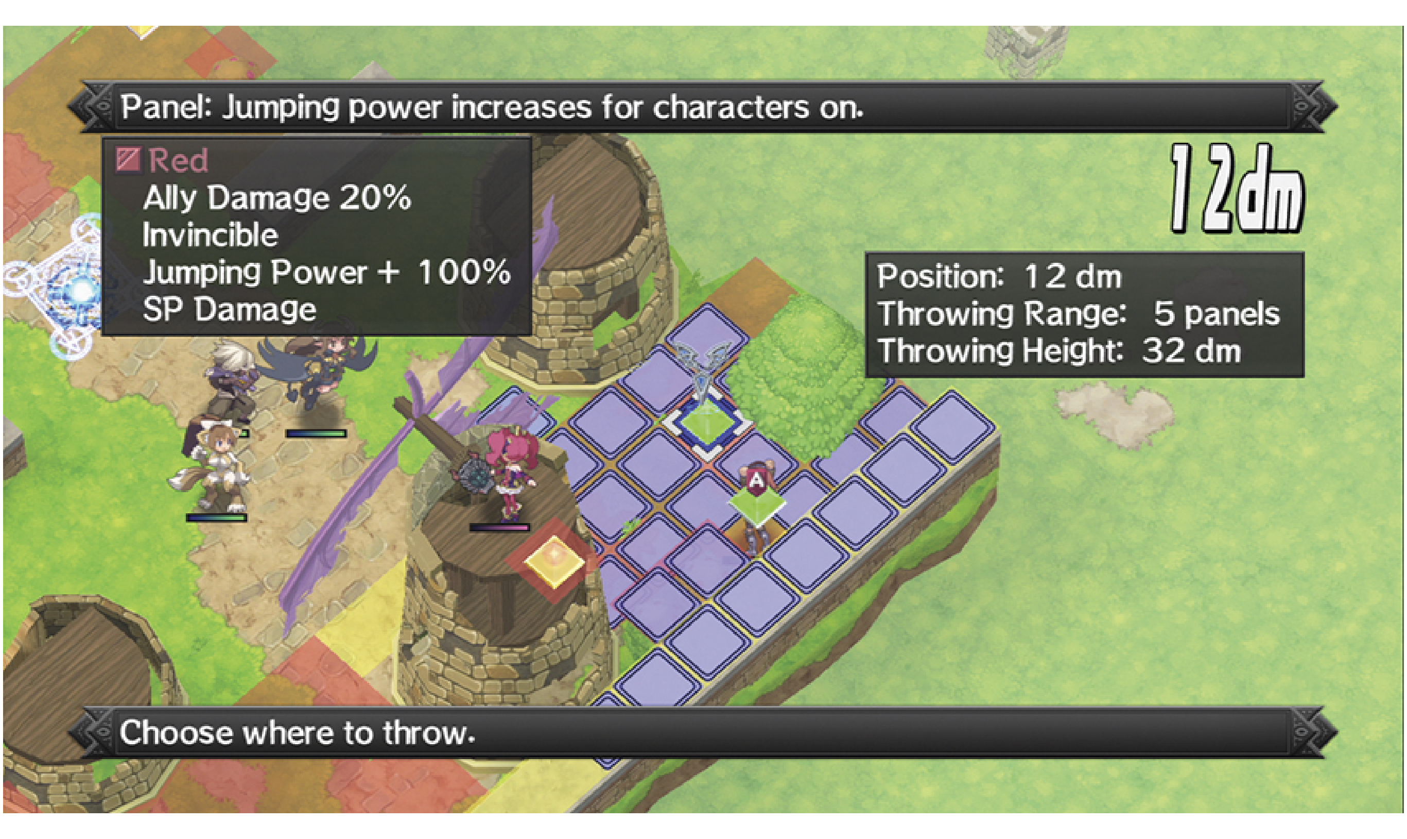
Geo Symbol	Geo Effect	Destroy
Red	SP Damage	Red Change
Yellow	Ally Damage 20%	Yellow Change
Null	Invincible	Clear
Green #1	Jumping Power +50%	Green Change
Green #2	Jumping Power +50%	Green Change
Green #3	Jumping Power +50%	Green Change
Green #4	Jumping Power +50%	Green Change

This is another one of those stages where it comes in handy to not deploy your entire roster right off the top. You can send one guy into the red Geo Panels by your base panel to sit on the Invincible Effect and not die while the entirety of Petta's ground crew works him over. This means he'll lose 20% health from the Ally Damage Effect, but it beats the 100% health that he'd likely lose if he just waded into the Belladonnas and Genies.

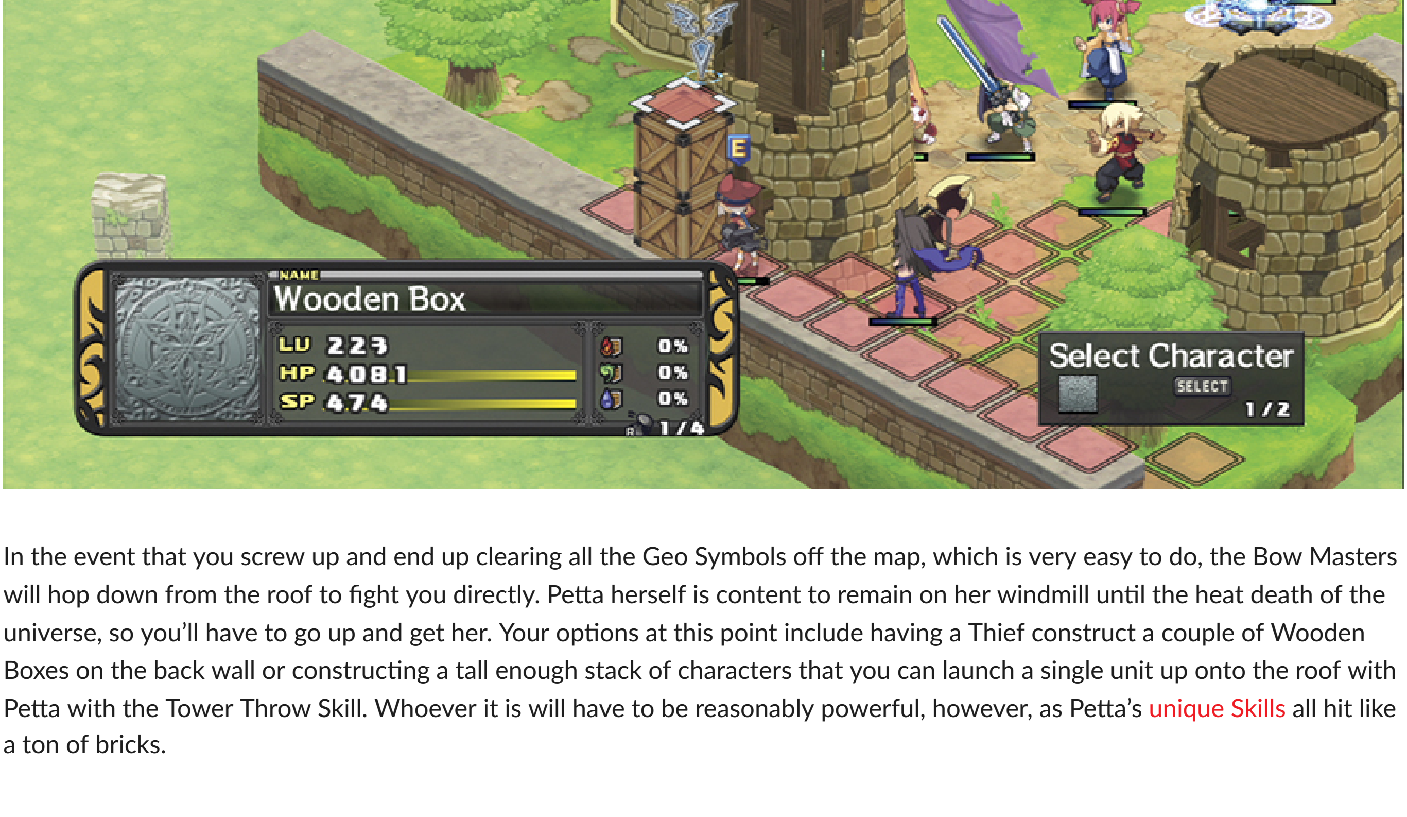
On your second turn, have the rest of your team pop out of the base panel like a jack-in-the-box of death and wipe out the opposition. The Genies are very weak against Ice spells, and given their Evility, messing around with them in melee range is a good way to get somebody Counterattacked to death. It's easier just to crush them with icebergs and forget about it. The Dark Elders and Belladonnas are easy to defeat.



At this point, you're left with nothing else on the stage besides Petta and her Bow Master buddies. The issue is this: the Bow Masters can snipe at you from the top of the windmill with Star spells, but you can't reach them because the only other panel on the windmill's roof is occupied by a Null Symbol. You have to figure out a way to get rid of that Null Symbol despite it being Invincible, and without destroying the green Geo Symbols on the back wall that are providing Jumping Power buffs.



Fortunately, a character with a Jump of 25 or higher doesn't need the full 200% from all four green Geo Symbols to reach the top of the windmill. Move the yellow Geo Symbol off the red Geo Panels and onto neutral ground. Then Throw two of the green Geo Symbols onto the red Geo Panels at the base of the windmill and use one to destroy the other. This bypasses the Invincible Geo Effect and flips all of the red Panels to green. The ensuing Geo Chain will destroy all the Geo Panels on the map except the yellow Panels on the back wall, which still leaves you with enough boosted Jumping Power to reach the windmill's roof. Then you can Lift and Throw Petta down to ground level and let the rest of your team Combo Attack her to death.



In the event that you screw up and end up clearing all the Geo Symbols off the map, which is very easy to do, the Bow Masters will hop down from the roof to fight you directly. Petta herself is content to remain on her windmill until the heat death of the universe, so you'll have to go up and get her. Your options at this point include having a Thief construct a couple of Wooden Boxes on the back wall or constructing a tall enough stack of characters that you can launch a single unit up onto the roof with Petta with the Tower Throw Skill. Whoever it is will have to be reasonably powerful, however, as Petta's unique Skills all hit like a ton of bricks.

You'll receive another 50 free points at the Cheat Shop for defeating and recruiting Petta. She joins up at level 250, wearing a Nine Tail, Lunar Orb, and Pravda Pendant. Weirdly, despite how she acts when she's an enemy unit, Petta is more inclined toward a support role, with strong Weapon Masteries with Guns, Bows, Staves, and Books. Her Evility is a passive boost to the magic range of any nearby allies, which has about a thousand potential uses and elevates her to the A-list by itself.

Her weapon, the Zetta Book (Replica), is another "joke" weapon. Its stats are nothing special, but you need it to complete your collection of Books for the Item Hoarder Trophy.

Map Events

- Station Laharl next to Petta.
- Station Flonne next to Petta.
- Station Sicily next to Petta.

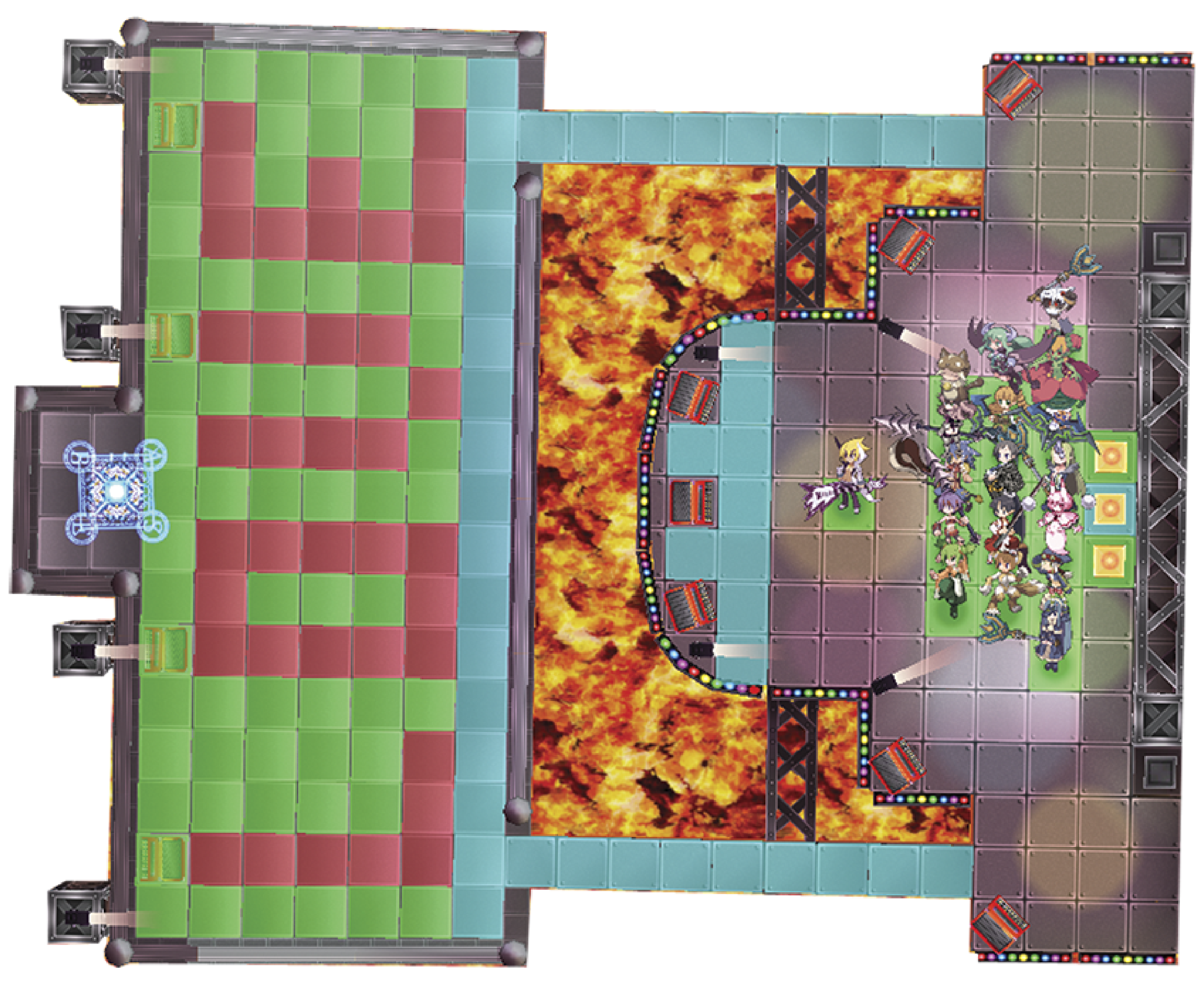
Post-Game: Dark Hero Show

After clearing the Final Episode, pass the Meet a Super Dark Hero! bill through the Dark Assembly for 10,000 Mana. Dark Hero Show becomes available as a destination at the Dimension Guide.

Excuse me!
I'm Axel, the Super Dark Hero.

Once again, the concert arena in the Sea of Gehenna is hosting ... a tiny misunderstanding.

Behind the Star



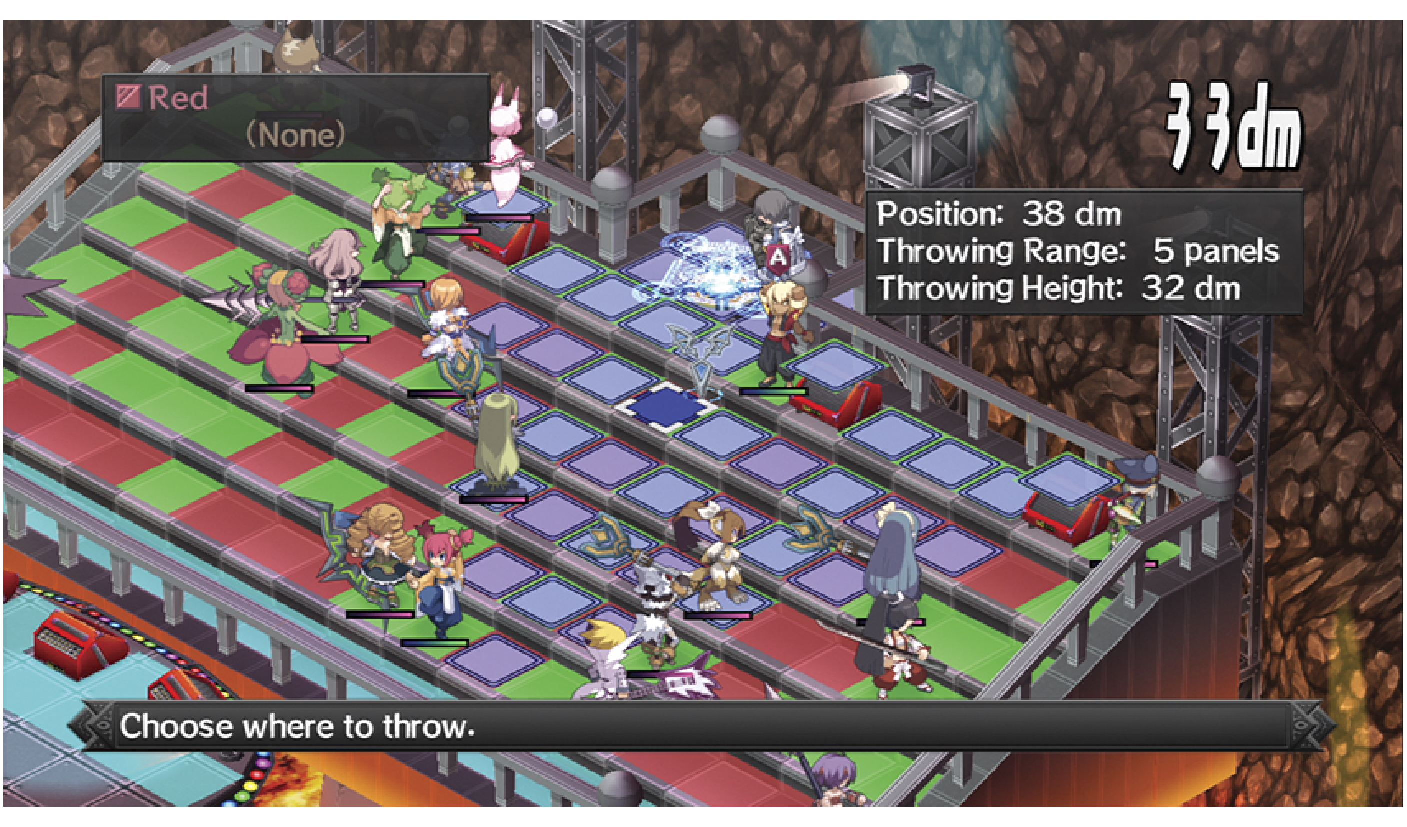
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Axel	400	1	Obvious Tendency: increases stats by 5% for every female unit on the map.	Guitar	Dragonmail, Dark Rosary, Devil Ring	My Autograph!, Aching Heart, Love Dynamite T
Storm Bringer	280	1	Counter Dodge	Devil Hand Wraps	Dragonmail	Triple Strike, Double Shadow, Side Out, Beast King, Aura Punch
Succubus	280	1	Shame	Goddess Emblem	Dragonmail	Diving Heart, Pink Illusion, Nightmare Carnival, Twin Attribute, Judgment Rendezvous, Fire, Mega Fire, Giga Fire, Giga Wind, Heal, Mega Heal, Giga Heal, Charm
Cait Sith	280	1	Weakening Aura	Kraken Tentacles	Dragonmail	Cat Setaria, Burning Hairball, Combo Attack, Blue Sky Surfer, Cat Umbrella Spin
Thalia	280	1	Lovely Song	Goddess Emblem	Dragonmail	Move!, Jump Jump Jump!, Counter Classes, Throw!, Magic Extender, Only Crits!, Water Guillotine, Tentacle, Ice Wall Circle, Dam Maker, With a Sea Angel!, Ice, Mega Ice, Giga Ice
Pharbitis	280	1	Sweet Aroma	Goddess Emblem	Dragonmail	Petal Cutter V, Solar Satellite, Scatter Thorn Shot, Thorn Drill Blast, Moon Spike, Wind, Mega Wind, Giga Wind, Braveheart, Shield, Magic Boost, Magic Wall
Holy Swordswoman	280	1	Bushido	Murasame	Dragonmail	Blade Rush, Hurricane Slash, Nether Slash, Musou Slash, Dark Night Slash
Necromancer	280	1	Cursed Dance	Rune Staff	Dragonmail	Star, Enfeeble, Armor Break, Mind Break, Resist Break, Blind, Slow, Poison, Slumber, Stun, Blank Out, Charm
Beast Lord	280	1	Dark Blood	Earthquaker	Dragonmail	Wild Groom, Dominate, Boulder Crush, Helmet Crush, Super Back Spin, Axe Wheel WMD
Blue Mage	280	1	Lights of Life	Rune Staff	Dragonmail	Ice, Mega Ice, Star, Mega Star, Omega Star
Tailring	280	1	Enemy on the Brink	Kraken Tentacles	Dragonmail	Cat Dance, Cat Punch Rush, Cat Wave Z, Hundred Cat Fist, Lovely Paw Fist, Poison, Stun, Blank Out, Charm
Valkyrie	280	1	Cooperativeness	Ruin Spear	Dragonmail	Impaler Drop, Blade Bash, Spear Blow, Trident, Dimension Rush
Rune Knight	280	1	Attack Weakness	Abyssal Gate	Dragonmail	Fire Charge, Wind Charge, Ice Charge, Anti-Fire, Anti-Wind, Anti-Ice, 451 Degrees of Evil, Gone with the Cotton, Sea Horse Charge, Fire, Mega Fire, Giga Fire, Wind, Mega Wind, Giga Wind, Ice, Mega Ice, Giga Ice, Giga Heal, Shield
Steel Knight	280	1	Defensive Stance	Ruin Spear	Dragonmail	Impaler Drop, Blade Bash, Spear Blow, Trident, Dimension Rush
Scout	280	1	Treasure Sensor	Titania	Dragonmail	Tri-Burst, Dark Matter Ether, Point Blank Blaster, Icicle Sword Gun
Angel Soldier	280	1	Angel Protection	Secret Skill Bow	Dragonmail	Dark Spica, Bright Canopus, Meteor Arrow Kick, Zielregen, Doppelganger, Heal, Mega Heal, Giga Heal, Espoir
Priest	280	1	Book of Medicine	Rune Staff	Dragonmail	Heal, Mega Heal, Giga Heal, Omega Heal, Espoir, Shield, Magic Wall, Enfeeble, Mind Break
Shooter	280	1	Acceleration Shot	Secret Skill Bow	Dragonmail	Dark Spica, Bright Canopus, Meteor Arrow Kick, Zielregen, Doppelganger

Geo Symbol	Geo Effect	Destroy	Note
Null #1	Invincible	Clear	Moves one square to the side at the start of the second Enemy Turn.
Null #2	No Entry	Clear	-
Null #3	Warp	Clear	Moves one square to the side at the start of the second Enemy Turn.

Here's the first problem: Axel may not be all that bright, but he knows how to play to his strengths. He has an Evility that increases his stats by 5% for every female character on the map, friendly or hostile, so he brought 17 of them with him. That's planning.

On top of that, the Necromancer's got Cursed Dance, the Thalia's using Lovely Song, the Succubus has Shame (so if you stick to using male units to avoid making Axel any more powerful, you're buffing her instead), the Valkyrie's using Cooperativeness, and the Beast Lord's got Dark Blood. Every character on the enemy team who could have an Evility that's based on their sheer number of allies does.

The second issue is that your characters are stuck in the stands. The green Geo Panels that line the floor confer both Warp and Invincible Geo Effects, so at the start of the first enemy turn, Axel and his entourage will teleport up into the stands with you and open fire. If you position your own characters on green Geo Panels, Axel's posse won't do any damage due to the Invincibility.



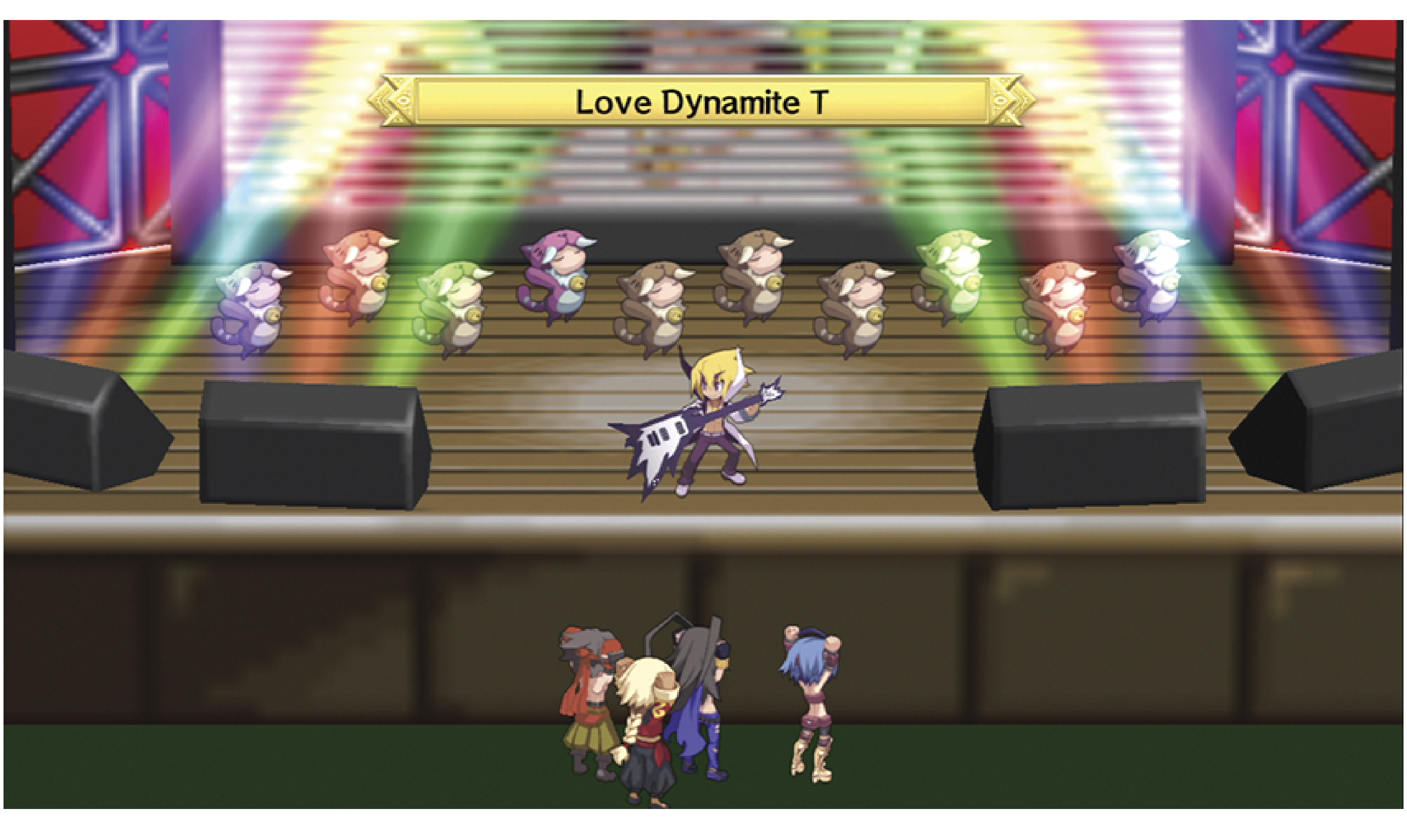
Position: 38 dm
Throwing Range: 5 panels
Throwing Height: 32 dm

Choose where to throw.

Eliminate as many enemies as possible on your second turn by Lifting and Throwing them onto red Geo Panels, which removes their Invincibility and allows you to set up ambushes. It's hard to call your shots with any reliability because of the randomness of the Warp. That said, your first targets should be the Necromancer and Thalia, if possible, to take their respective Evilities off the board. After that, just take out as many enemies as you can; each character you defeat is 5% less stats for Axel to kill you with.

Then the third major complication kicks in. The Warp and Invincible Null Symbols are both mobile and will move themselves off their Geo Panels at the start of the second enemy turn. This prevents any of the enemy units from teleporting back onstage and gives them one full turn during which all of them can open up on you.

That's the break point for the fight. If you can survive the second enemy turn, you can handle the rest of this stage. With that in mind, don't deploy any of your low-DEF, low-HP support units, such as Clerics or Priests, until the start of your third turn. Otherwise, they'll be the first ones to go when Axel and his crew start handing out beatdowns.



Axel himself gets markedly less scary as you disable his crew, although he's still level 400 and should be taken at least somewhat seriously. His Guitar is a "joke" weapon, but it's still an Axe and still induces a DEF hit when swung. His most common attack is hitting as many of your characters as he can with Love Dynamite T, and when it's got the stat boost from his Evility behind it, it can do some real damage even to characters who have a hundred levels on him. The Chalkboard Scraper Innocent in his Guitar makes it 25% more difficult to hit Axel.

Victory on Behind the Star raises the Cheat Shop's maximum Obtain Rate to 450% and gets you another 50 CP. You also receive the Tao of Axel Trophy.

When you defeat him, Axel forces his way onto your crew ... and into our hearts. When he enters play, he wields a Guitar, which is another joke weapon like Emizel's Death Sickle, and wears Dragonmail, a Dark Rosary, and a Devil Ring. He's a pretty good front-line fighter if you give him a Fist or Sword.

You cannot revisit Behind the Star after clearing it.

Map Events

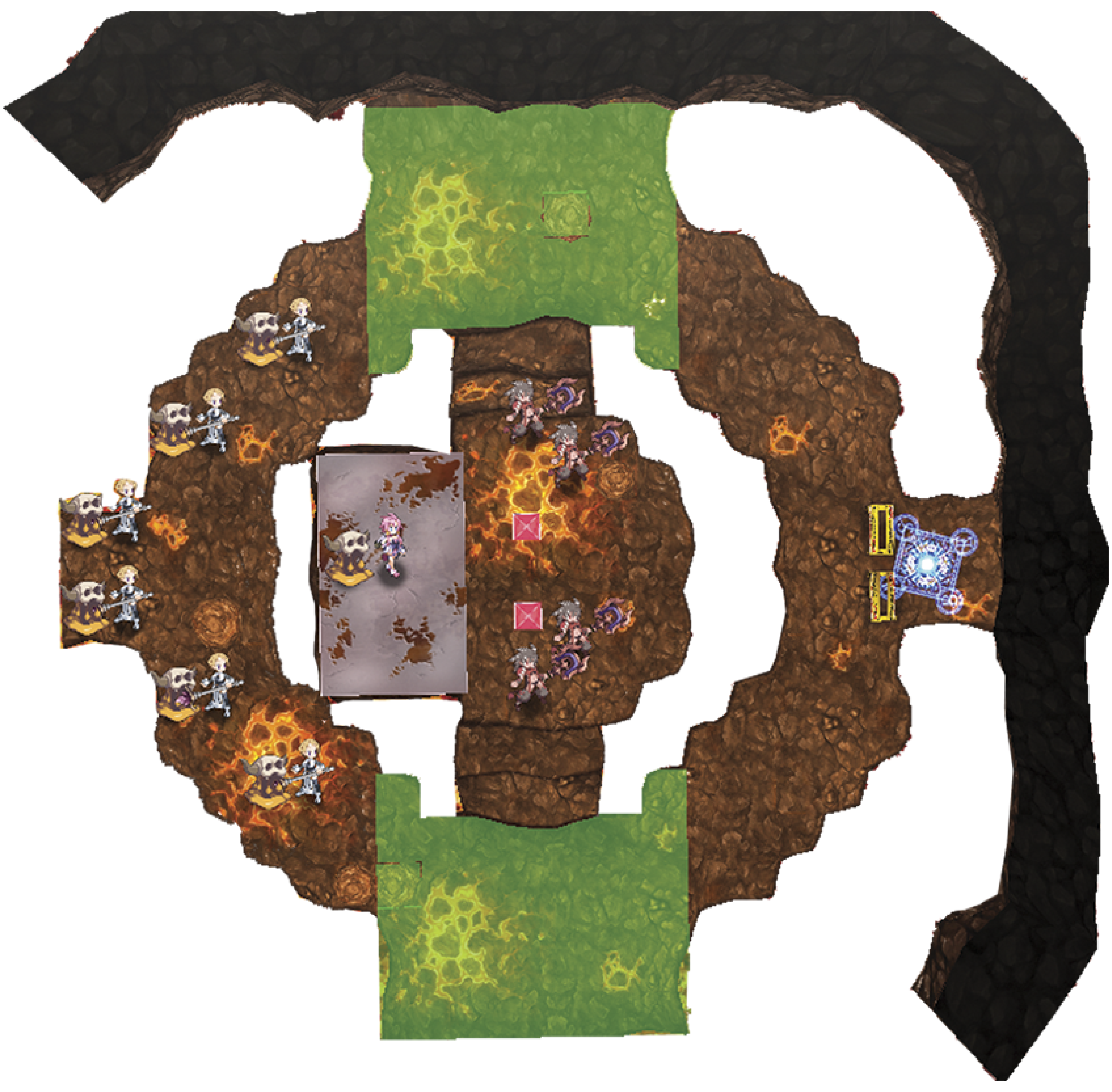
- Station Laharl next to Axel.
- Station Sicily next to Axel.
- Station Etna next to Axel.

Post-Game: Kidnapper of Avarice

What!? Please listen to me!
I was just trying to—

Pass Chase the Phantom Thief! at the Dark Assembly for 20,000 Mana. In order for this proposal to appear, you must have completed Stress Testing and recruited Porkmeister.

Angel's Explanation

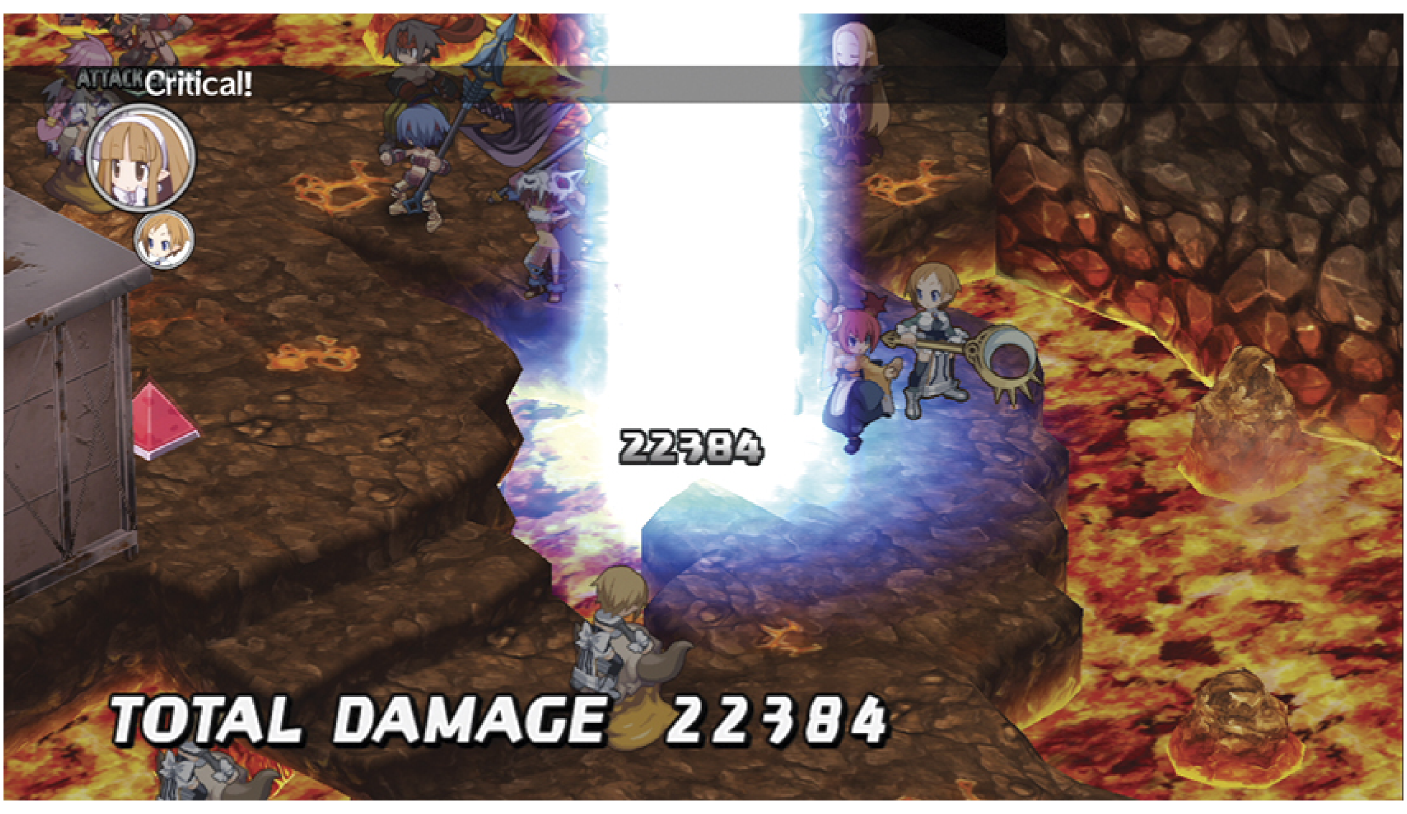


Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Artina	600	1	Angel Glitter: increase stats of adjacent male ally units by 30%.	Lightning Laser Gun	Venus Dress, Angel Shoes	Mandatory Repo, Angelic Whip, Goddess Artemis, Tri-Burst, Dark Matter Ether, Point Blank Blaster, Icicle Sword Gun, Rapid Launcher, Giga Heal, Omega Heal, Enfeeble, Mind Break, Blind, Slow	Mounts the Ochre Jelly behind her on her first turn.
Beast Queen	540	4	Dark Blood	Amazoness	Venus Dress	Wild Groom, Dominate, Boulder Crush, Helmet Crush, Super Back Spin, Axe Wheel WMD, Dynamic Moon	-
Mega Knight	540	6	Spirit Protection	Wizardry	Astral Orb	Fire Charge, Wind Charge, Ice Charge, Anti-Fire, Anti-Wind, Anti-Ice, Fire, Mega Fire, Giga Fire, Wind, Mega Wind, Giga Wind, Ice, Mega Ice, Giga Ice, Omega Ice	-
Ochre Jelly	540	7	Gel Body	Nightmare's Neigh	Venus Dress, Falcon Shoes	Slime Stomp, Slime Cheer, Roslimebo, Muscle Slime, Slime Hand	-

Geo Symbol	Geo Effect	Destroy
Red #1	Fire Element -50%	Red Change
Red #2	Fire Element -50%	Red Change

On the first enemy turn, Artina and all of the Mega Knights will mount up on the nearby Ochre Jellies, and the Beast Lords start casting Dominate on every Jelly they can reach. Because of the Mega Knights' Spirit Protection Evility, every enemy unit on the map has 50%, 75%, or 99% resistance against every type of elemental attack. This wouldn't be a big deal if they weren't mounted on the Jellies, which have Gel Body and as such take 75% less damage from any attack that doesn't have an elemental affiliation. The Mega Knights will seal the deal by trying to shore up the Jellies' weaknesses with Charge spells.

As such, you can't just charge into the thick of the fray and hope to win this fight. The Jellies won't last forever, but they'll live long enough for the Mega Knights to rip you apart with their spells. Artina prefers to hang out near the trailer in the middle of the map and harass your units with debuffs like Mind Break, although she can do significant damage with her unique Skills.



There's a lot of damage coming your way on this map and most of it's from the Mega Knights' magic. This is another map where Sicily earns her keep, as she can buff herself with Magic Wall and shrug off most of what's coming at her. The Jellies also don't have particularly high RES, so you can use Star spells to bypass their boosted elemental resistance and drop the Jellies in a couple of hits each.

You can use the two Geo Symbols outside the trailer to your advantage by dropping them onto the green Geo Panels at the base of the stairs. That reduces the Jellies' Fire resistance to the point where it makes Fire spells worth using against them, but Star is a more useful option overall.

If you hang back by the base panel and wait for the enemies to come to you, they'll split into two groups and move along the sides of the map. Once they're split, you can move out to intercept one of them, which effectively cuts their strength by half and gives you some flexibility. If you try to charge after them while they're still mounting up, such as by throwing a couple of characters across the chasm to take out the Beast Lords, they'll atomize whoever you send with a flurry of attack spells.

Map Events

- Have Sicily on the field at the start of any turn after your first.
- Have Flonne attack Artina.
- Have Laharl enter the square next to Artina.

Once Flonne has captured Artina, you'll receive the Artina Get Your Gun Trophy and another 50 CP to spend on Obtain Rates at the Cheat Shop.

As a party member, Artina has low Aptitudes for HP and DEF, which keeps her off the front line, but she's great with a Bow or a Gun. She also knows a couple of the higher Heal spells and a few debuffs, which makes her a flexible member of your support crew. Her Evility is a potent damage multiplier if you keep her adjacent to a male character.

You cannot revisit this stage after clearing it.

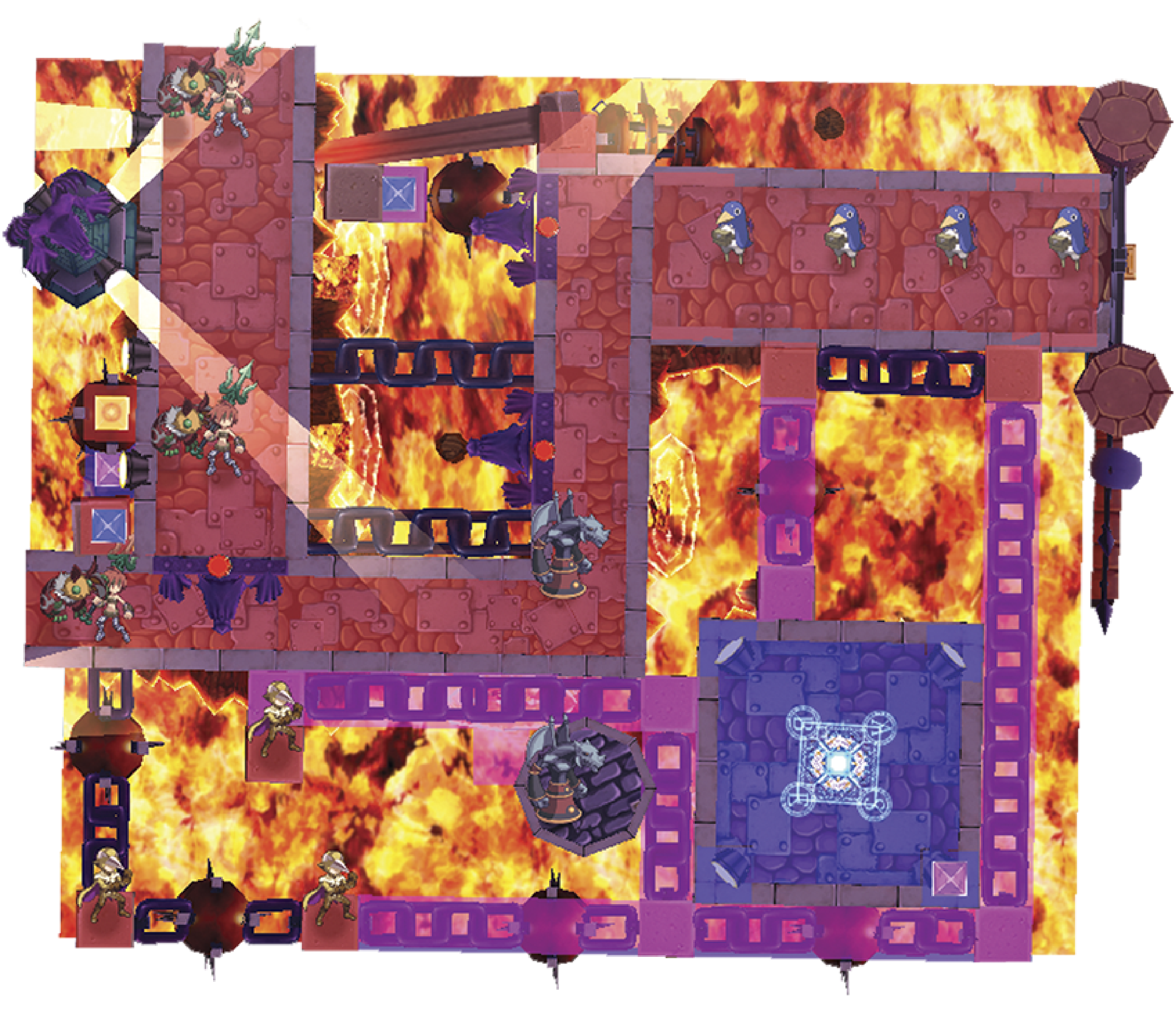
Post-Game: Challenging a Tyrant

Post-Game: Challenging a Tyrant

(The rumors I spread about Lord Valvatorez's growing reputation certainly have lured some interesting folk...)

Defeating Artina causes a new proposal to appear in the Dark Assembly. For 50,000 Mana, you can suggest a bill that you be allowed to Visit Hades. Great idea, right? What could possibly go wrong with a plan like that?

Unknown Enemy



Geo Symbol	Geo Effect	Destroy	Note
Purple #1	ATK +50%	Purple Change	-
Purple #2	No Lifting	Purple Change	-
Blue #1	Movement +1	Blue Change	-
Blue #2	No Entry	Blue Change	Drops off its ledge on the first enemy turn.
Null	Movement +1	Clear	-

Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Balrog	680	2	Stone Statue	Phoenix Emblem	Achilles Shield	Flying Press, Boltech Booster, Electric Shot, Galleon Cannon, Granite Checkmate, Wind, Mega Wind, Giga Wind, Omega Wind	-
Pvt. Prinny	680	3	Explosive Body	Hydra Bind	Achilles Shield	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Code Prinny, Bomber Dood, Speed Boost	-
Fixed-Up Hero	680	3	Heart of a Flea	War Cestus	Achilles Shield	Triple Strike, Double Shadow, Side Out, Beast King, Aura Punch	-
Minerva Lass	680	3	Assault Attack	Pinaka	Achilles Shield	Impaler Drop, Blade Bash, Spear Blow, Trident, Dimension Rush	Mount on the nearby Observers on their first turn.
Observer	680	3	Poison Accelerator	-	-	Super Hypno Ray, Mothsplosion, Moth Field, Sunset Lullaby, Moth Tornado, Poison, Slumber, Stun	-

Deathblow!
Deathblow!
Deathblow!
Deathblow!
150114
TOTAL DAMAGE 25004

Oh. Right. You'll get jumped by demons. That seems to happen a lot.

This level is about reversing expectations. Everything on it is either faster or has more range than you might think at an initial glance. Your base panel is on a small area covered in blue Geo Panels that provide a handy ATK +50% modifier with only one way in, but the blue Geo Panel across the room that is providing the No Entry Effect will drop to the floor at the start of the first enemy turn.

Speed Boost
SPD UP!

At that point, the Fixed-Up Heroes will dash all the way across the room and Aura Punch your lights out. They won't live much longer than that, but they can easily drop up to three of your characters in that turn, or leave them weak enough that the two Balrogs can finish the job with Omega Wind spells.

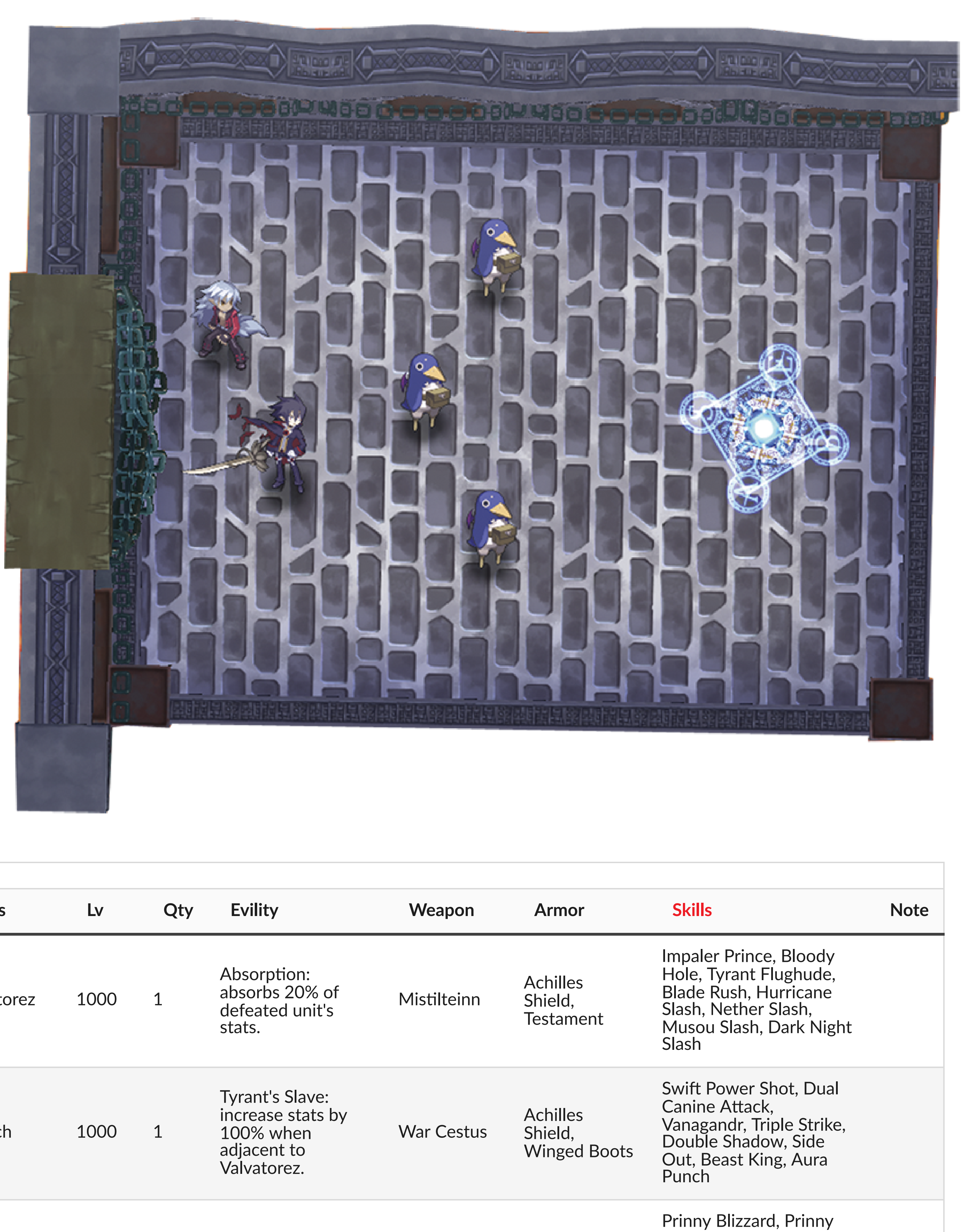
On your second turn, eliminate the Heroes and make a start on the Balrogs if you can. The Prinnies will have enough time to get to your position by the second enemy turn unless you blow them up on the bridge with a Prinny of your own, and at this level, even a lowly Pvt. Prinny can mess you up with Thousand Prinnies.

Ideally, you should have the Prinnies and Heroes dealt with and the Balrogs on the ropes by the time the Minerva Lasses show up on their Observer mounts. Between the Observers' natural Move and the Movement +2 Geo Effect on the red Geo Panels, they are not as far away from you as you might think they are. The Minerva Lasses' Pinaka Spears have a range of three panels, so keep that in mind when you're positioning or attacking.

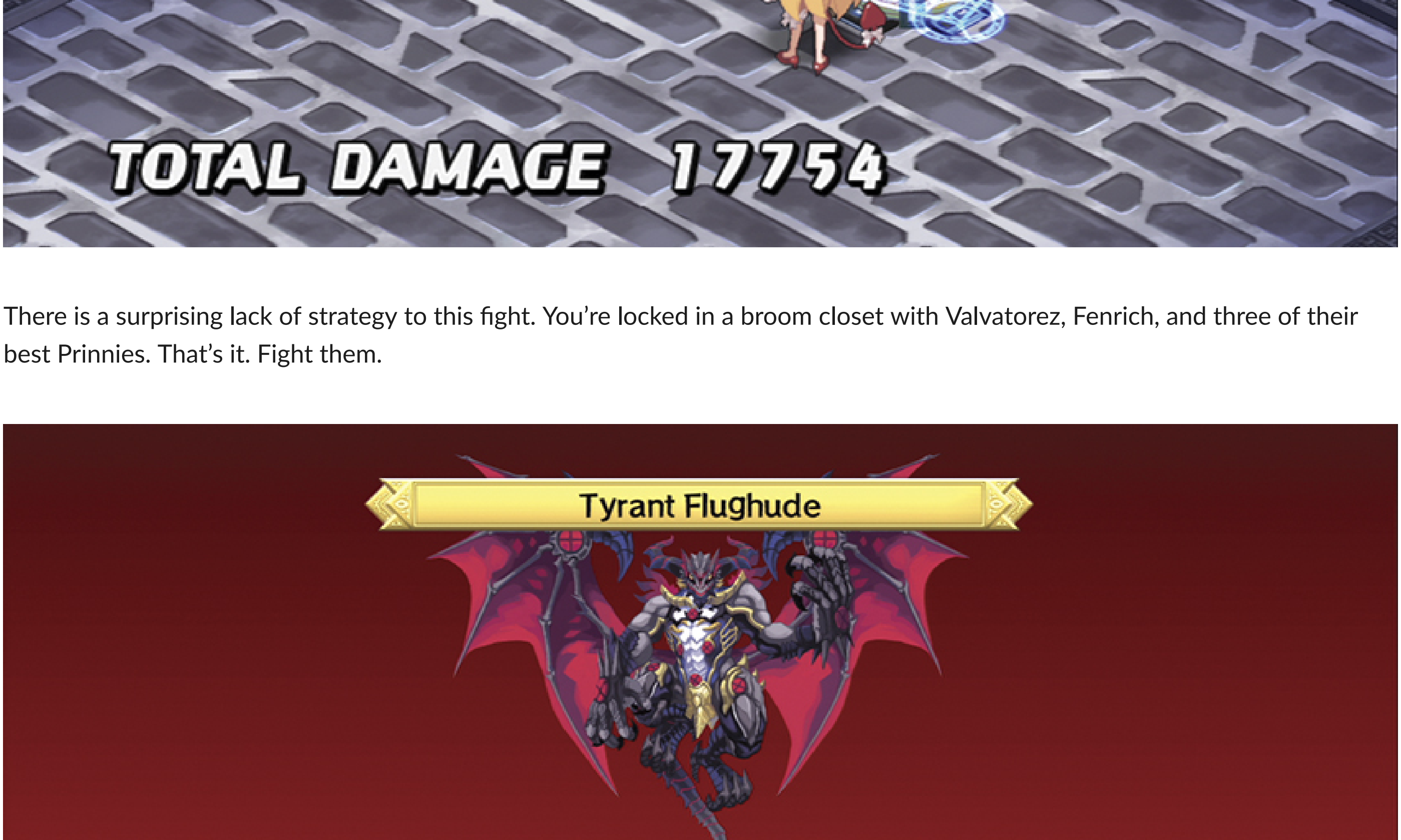
Map Events

- Station Flonne next to Laharl.
- Station Etna next to Sicily.
- Move Laharl into the square next to an enemy Prinny.

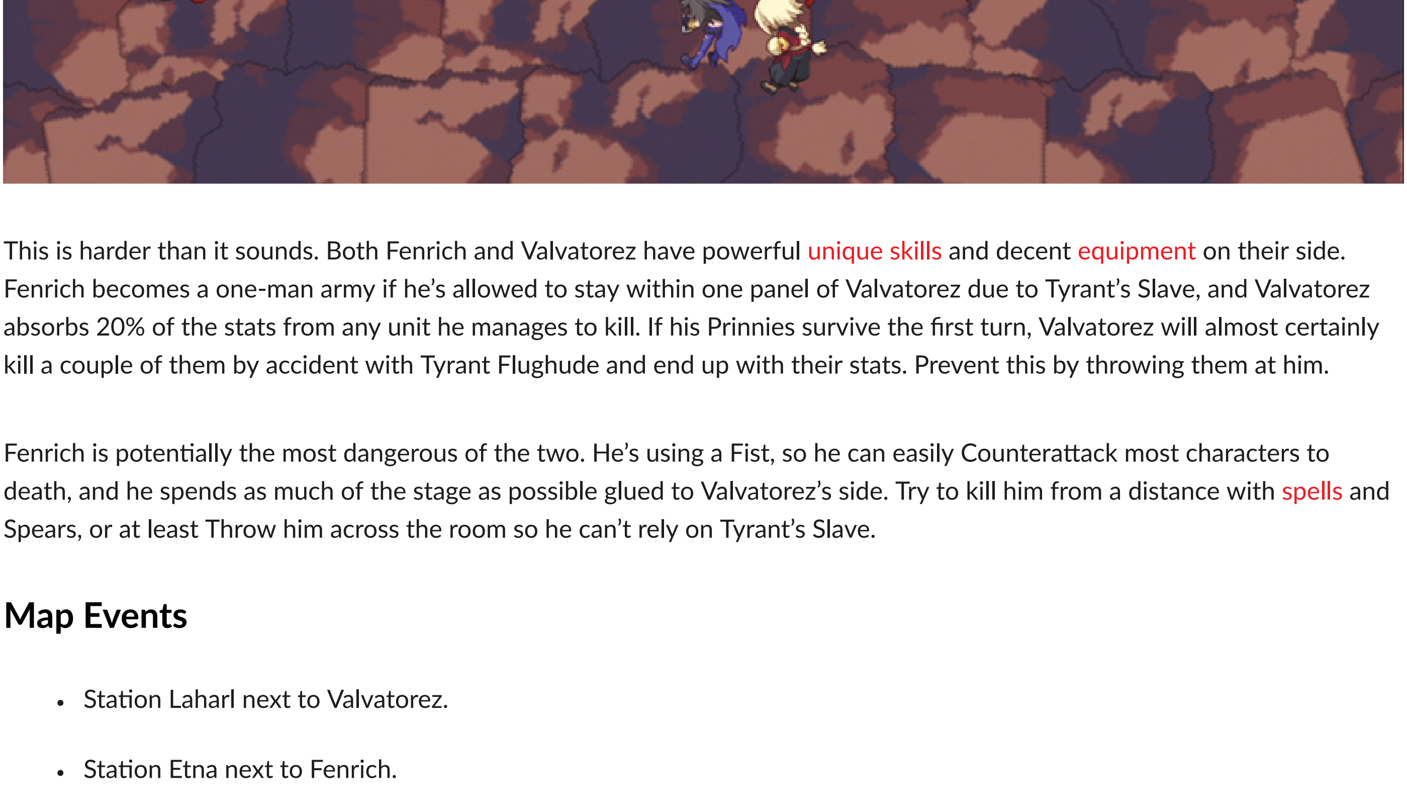
The Strongest Proof



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Valvatorez	1000	1	Absorption: absorbs 20% of defeated unit's stats.	Mistilteinn	Achilles Shield, Testament	Impaler Prince, Bloody Hole, Tyrant Flughude, Blade Rush, Hurricane Slash, Nether Slash, Musou Slash, Dark Night Slash	
Fenrich	1000	1	Tyrant's Slave: increase stats by 100% when adjacent to Valvatorez.	War Cestus	Achilles Shield, Winged Boots	Swift Power Shot, Dual Canine Attack, Vanagandr, Triple Strike, Double Shadow, Side Out, Beast King, Aura Punch	
Pvt. Prinny	800	3	Explosive Body	Hydra Bind	Achilles Shield	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Code Prinny, Bomber Dood, Speed Boost	



There is a surprising lack of strategy to this fight. You're locked in a broom closet with Valvatorez, Fenrich, and three of their best Prinnies. That's it. Fight them.



This is harder than it sounds. Both Fenrich and Valvatorez have powerful unique skills and decent equipment on their side. Fenrich becomes a one-man army if he's allowed to stay within one panel of Valvatorez due to Tyrant's Slave, and Valvatorez absorbs 20% of the stats from any unit he manages to kill. If his Prinnies survive the first turn, Valvatorez will almost certainly kill a couple of them by accident with Tyrant Flughude and end up with their stats. Prevent this by throwing them at him.

Fenrich is potentially the most dangerous of the two. He's using a Fist, so he can easily Counterattack most characters to death, and he spends as much of the stage as possible glued to Valvatorez's side. Try to kill him from a distance with spells and Spears, or at least Throw him across the room so he can't rely on Tyrant's Slave.

Map Events

- Station Laharl next to Valvatorez.
- Station Etna next to Fenrich.
- Fenrich and Valvatorez land consecutive attacks on the same target.

Clearing The Strongest Proof raises the maximum Obtain Rate for the Cheat Shop to 500% and gives you an extra 100 CP to spend. The Product Rank at the Rosen Queen Trading Company also goes up to 11, allowing you to buy even better weapons and armor.

Valvatorez and Fenrich join your party following their defeat just as they were when you fought them. Valvatorez has a Mistilteinn, an Achilles Shield, and a Testament; Fenrich has a War Cestus, Achilles Shield, and Winged Boots. Either of them can do quite well in your party as front-line fighters (although Valvatorez has a strange issue where all his unique Skills run off of HIT and SPD rather than ATK, so his favored Weapon Masteries are almost working against him), but if you're going to field one, field them both. Fenrich's Evility is too good to pass up.

Naturally, Valvatorez and Fenrich begin at three hearts' worth of Likability with each other, and Valvatorez enters play with a two-heart rank with Artina and any Prinnies in your roster. Recruiting Valvatorez as your Prinnysitter also unlocks the Valvatorez and Fenrich's Infinite Prinnylist Trophy.

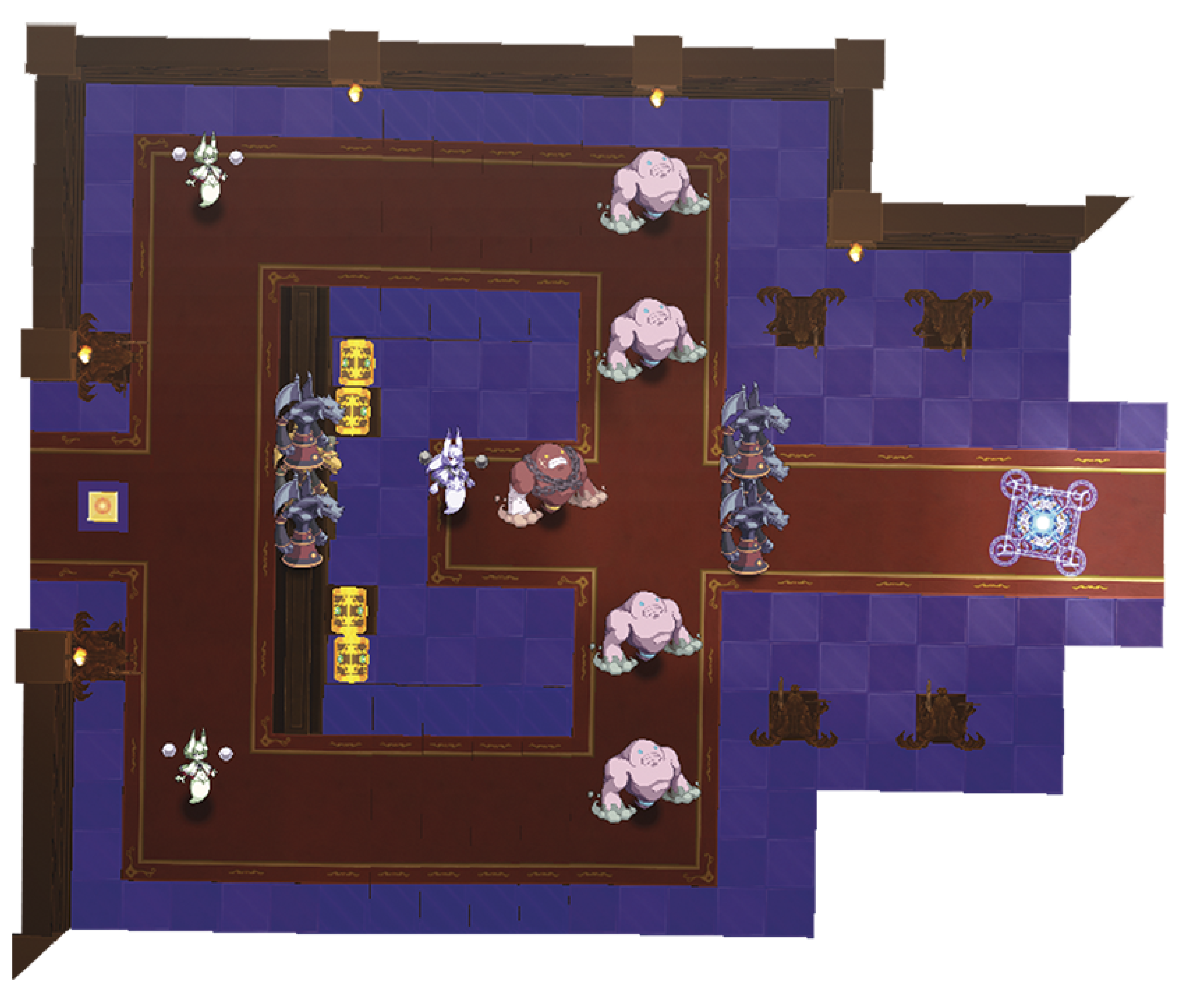
You cannot revisit either Unknown Enemy or Challenging a Tyrant after clearing them.

Post-Game: Evilest Man

Wait, Prince Laharl. Beating us up won't make us accept you as the Overlord.

After you clear The Strongest Proof, you can return to the Dark Assembly to see a new bill up for grabs. Final Boss from a Different Netherworld! costs 100,000 Mana to pass, but doing so opens another new destination at the Dimension Guide. This one's sadly familiar.

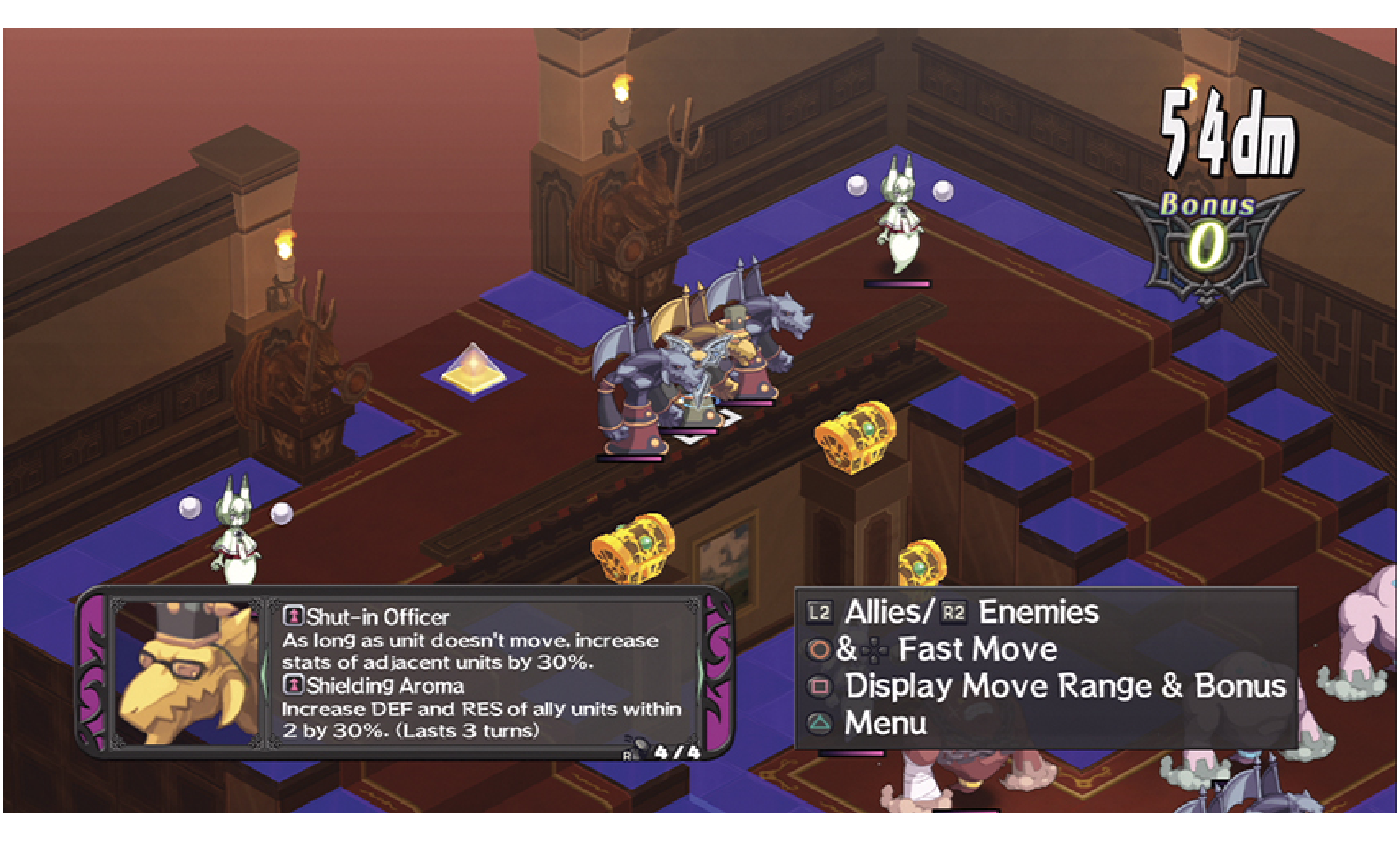
An Arrogant Betrayal



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Grosso	1200	1	Shut-in Officer, Shielding Aroma	Illusion Emblem	Death's Breastplate	Fall & Press, Grosso Booster, Guardian Cannon, Checkmate, Star, Mega Star, Giga Star, Armor Break, Resist Break, Poison	
Rainier	1200	1	Artifact Collector, Treasure Sensor	Illusion Emblem	Death's Breastplate	Move!, Jump Jump Jump!, Counter Classes, Throw!, Magic Extender, Only Crits!, Tentacle of Death, Frozen Lake, Dam Breaker, Along with Rainier, Omega Ice, Enfeeble, Mind Break	
Garungun	1200	1	Fabricated Setting, Fortitude	Half a Phoenix Wing	Death's Breastplate	Spinning Shock, Gaea's Pulse, Ultimate Form, Godly Machine	
Balrog	940	5	Stone Statue	Phoenix Emblem	Achilles Shield	Flying Press, Boltech Booster, Electric Shot, Galleon Cannon, Granite Checkmate, Wind, Mega Wind, Giga Wind, Omega Wind, Omega Ice	
Genie	940	4	Reversal Power	Hydra Bind	Achilles Shield	Nether Lariat, Pile Bunker, Gaea's Lament, Macho Golem, Lantern Wish, Omega Ice, Omega Heal, Shield, Magic Wall	
Urania	940	2	Lovely Song	Phoenix Emblem	Achilles Shield	Move!, Jump Jump Jump!, Counter Classes, Throw!, Magic Extender, Only Crits!, Water Guillotine, Tentacle, Ice Wall Circle, Dam Maker, With a Sea Angel!, Ice, Mega Ice, Giga Ice, Omega Ice, Omega Heal, Shield, Magic Wall	

Geo Symbol	Geo Effect	Destroy
Null	Water Element -50%	Clear

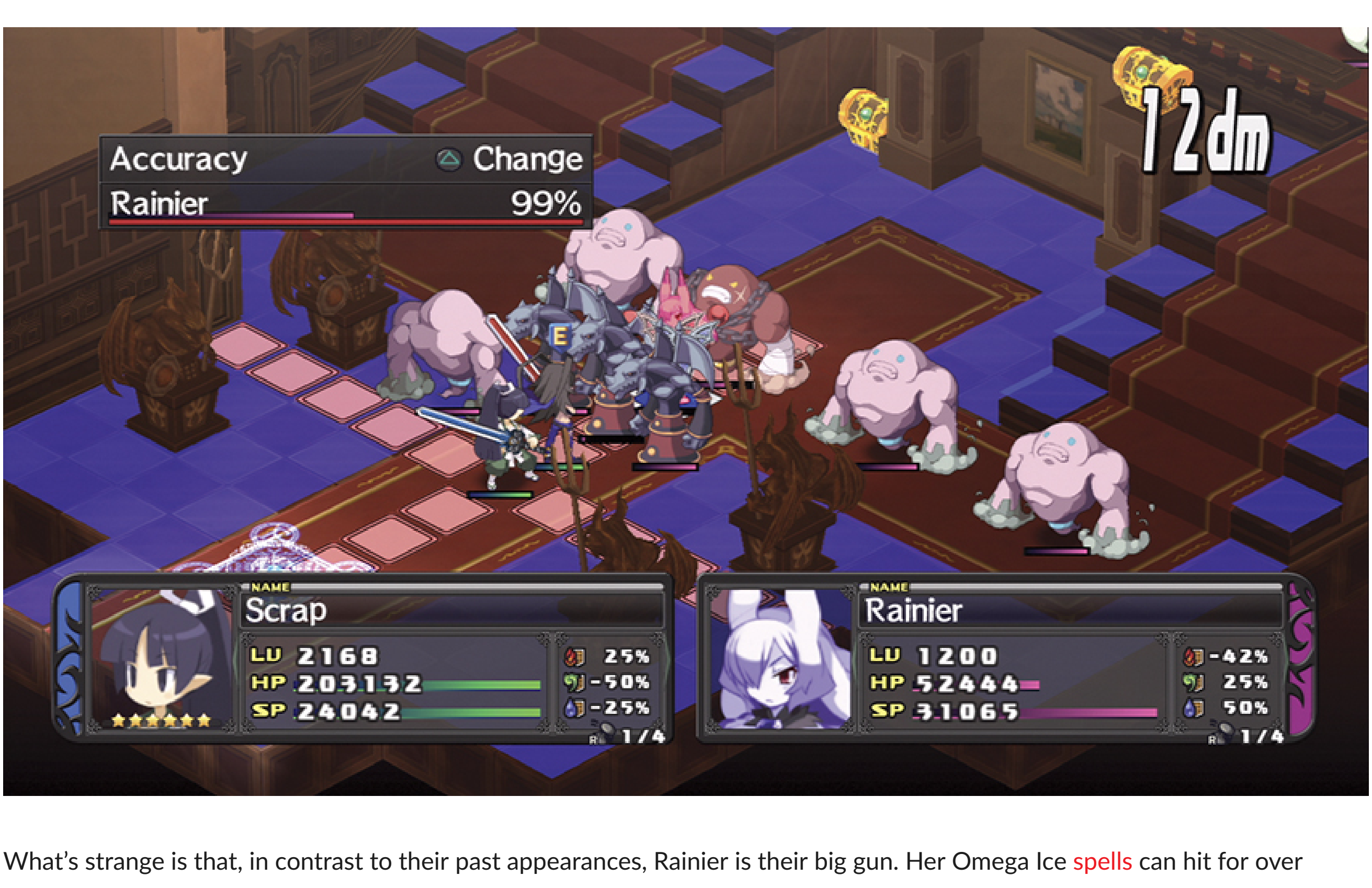
Oh, hey, Grosso. What've you been up to—oh.


Shut-in Officer
As long as unit doesn't move, increase stats of adjacent units by 30%.
Shielding Aroma
Increase DEF and RES of ally units within 2 by 30%. (Lasts 3 turns)

All three members of the Krichevskoy Group have spent the last few dozen hours grinding Mana and used it to steal a second Evility. Rainier creates a treasure chest every time she lands a killing blow, thus giving her group another 5% stat buff; Garungun has Fortitude, which almost guarantees his Fabricated Setting will activate and force you to have to kill him twice; and Grosso is handing out a 20% buff to DEF and RES to nearby allies in addition to his flat 30% stat buff from Shut-In Officer.

Rainier's also broadcasting a 20% stat buff to her group from Treasure Collector, since she's replaced those treasure chests that you wrecked back in Episode 3, and the two Uranias in the back are singing their usual Lovely Song, which adds another 10%. All in all, this is a tough nut to crack.

The Water Element –50% Geo Panels to either side of your base panel serve to funnel you into a bottleneck. You may notice that everything on the map knows an Ice spell, even units like Genies that usually don't. The idea is that if you go through the Geo Panels, they'll exploit the imposed Ice weakness and kill you. If you don't and stay in the safe zone, all of your characters end up in a choke point and the entire Krichevskoy Group comes down on you like a ton of bricks. Either way, you're going to end up taking a lot of damage from something.



What's strange is that, in contrast to their past appearances, Rainier is their big gun. Her Omega Ice spells can hit for over 125,000 damage a shot without exploiting a vulnerability. Between that, Artifact Collector, and her general squishiness, there's no reason not to kill her first, and she'll charge right up to you in an effort to make that as easy as possible.

Kim support attack activated!
51190
COMBO 1
TOTAL DAMAGE 84432

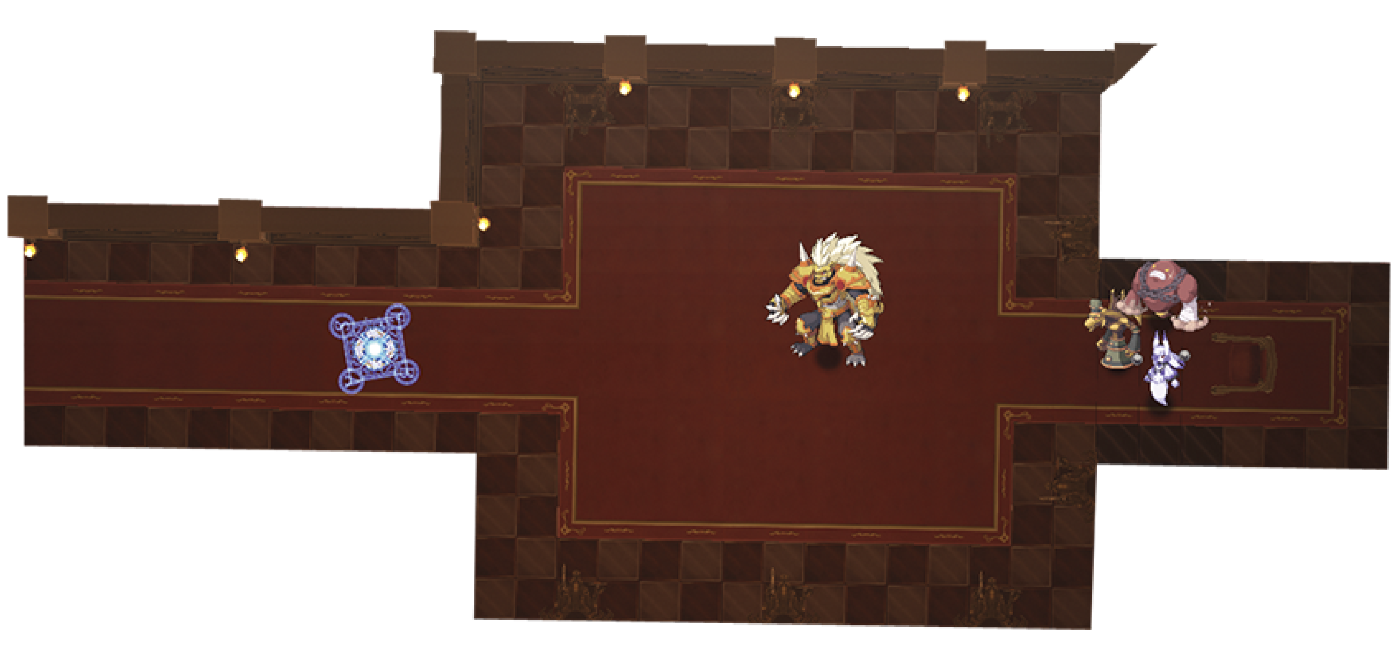
With her down, focus on killing the Genies before you go after Garungun. Because of his extra Evility, you can't simply burn him down in one long Combo Attack as you did in earlier stages; this time, he has an extra life and there isn't much you can do about it.

Grosso and his Balrog bodyguards won't move toward you unless you wipe out everything else on the map. Otherwise they're happy to stand back and hit you with Wind spells and Poison from the limits of their range. By themselves, they can put out some damage with their magic, but if you can handle the initial onslaught from Rainier and her crew, you can handle Grosso.

Map Events

- Station Sicily next to Laharl.
- Station Etna next to Flonne.
- Have Laharl on the field at the start of your second turn.

The Outside Ringer

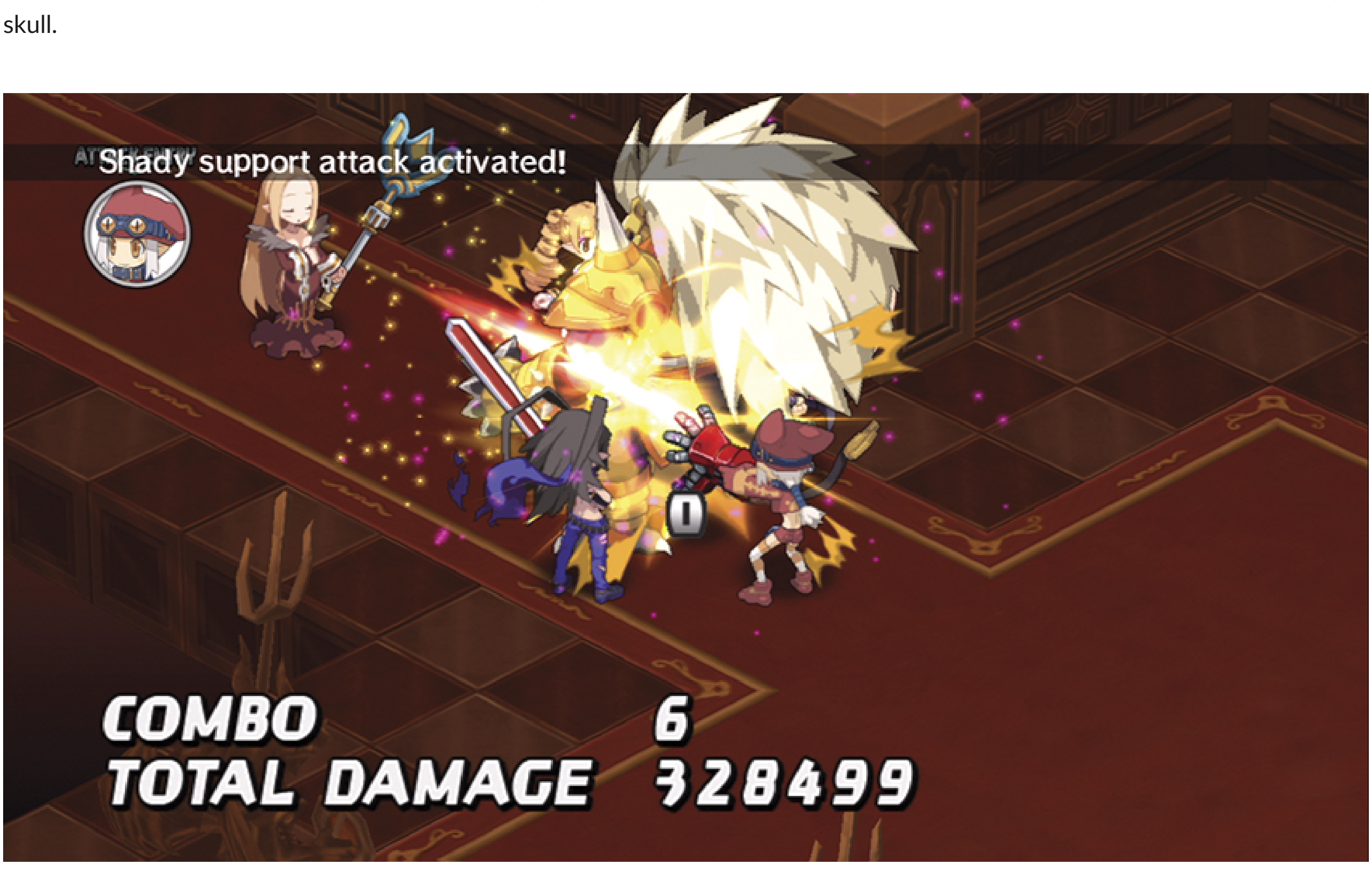


Class	Lv	Qty	Evility	Weapon	Armor	Skills
Darkdeath Evilman	2000	1	Final Boss Barrier: damage taken decreased by 100%, but every hit decreases effect by 10%.	Enigma	Aegis Shield, Testament, Accelerator	Evilman Slash, Evilman Death Rave, Evilman Gigantus Ray

Wow, that is the kind of entrance a final boss would make. The fancy effects are making my eyes sparkle.

Just like the last time you were in this room, Grosso has rounded up somebody else to try to take the Overlord spot from Laharl. This time, it's upcoming NIS superstar Darkdeath Evilman, who is the result of a genetics experiment intended to create the bossiest final boss in video game history.

He's alone on this map, as the Krichevskoy Group are happy to hang back and be neutral, just as they did when you first fought Barbara, but Darkdeath is enough of a handful on his own. His Evility prevents him from taking full damage from any attack until you've struck him 10 times, and by then he's probably used one of his trademark final boss moves to fracture somebody's skull.



Up until this point, it has been possible to bulldog your way through the game simply by accumulated weight of levels, but Darkdeath marks the end of that era. As a ballpark figure, Darkdeath has about 88,000 DEF. If you can't bring in characters with at least that much ATK, you aren't going to win this fight. There isn't much to beating him, as he's a big brick wall with a space laser for a head, but just getting through his stats is job one.

The move to watch out for here is Gigantus Ray, which has a bizarre area of effect. Like Xenolith's final form, Darkdeath can use Gigantus Ray—I'm sorry, Evilman Gigantus Ray—to discourage you from setting up Combo Attacks from melee range. He's also got 50% resistance to all forms of elemental attack and RES is one of his best stats. All in all, he's unpleasant.

Lure him over to your base panel by deploying a single character at the start, then peg Darkdeath with a few weak spells to start making progress against his Final Boss Barrier. You can swipe his gear while you're at it; the Testament and Accelerator are both nice pieces of equipment, and since he's a monster, stealing his Enigma reduces his ATK by a significant margin. Once you've got the gear and levels to start doing real damage to him and you've punched through his Barrier, Darkdeath will drop to a Combo Attack or two.

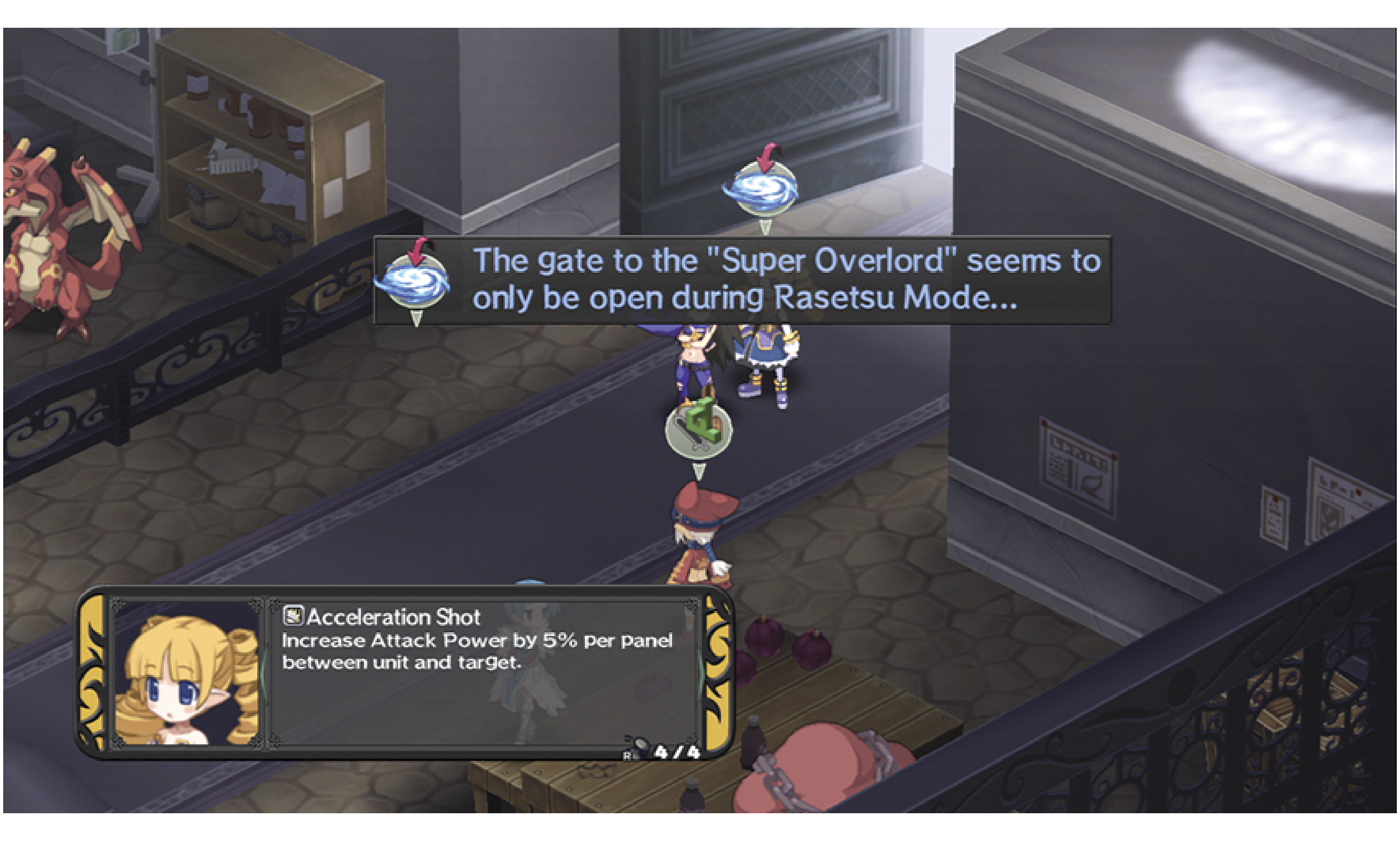
Caution

You can only fight ol' Darkdeath once. That means to complete your Special Voyeur Trophy, you need to hang out on this stage long enough for Darkdeath to use all three of his patented Evilman Skills on you. If he misses one, you won't be able to finish that Trophy off unless you go all the way through the game again and hit Darkdeath on a second cycle.

Map Events

- Station Flonne next to Sicily.
- Etna gets attacked by Darkdeath Evilman.
- Laharl attacks Darkdeath Evilman.

Grosso, Rainier, and Garungun are now ostensibly on your side. They enter play at level 1,200 with the gear they had equipped when you fought them, but the recruitment process also strips them of their second Evilities. Grosso is most effective when he's allowed to stand still and act like a defense turret, Rainier is a more offensively oriented version of the Sea Angel, and Garungun has frankly pathetic starting Aptitudes but can be built up into one of the biggest, meanest meat shields in the game.

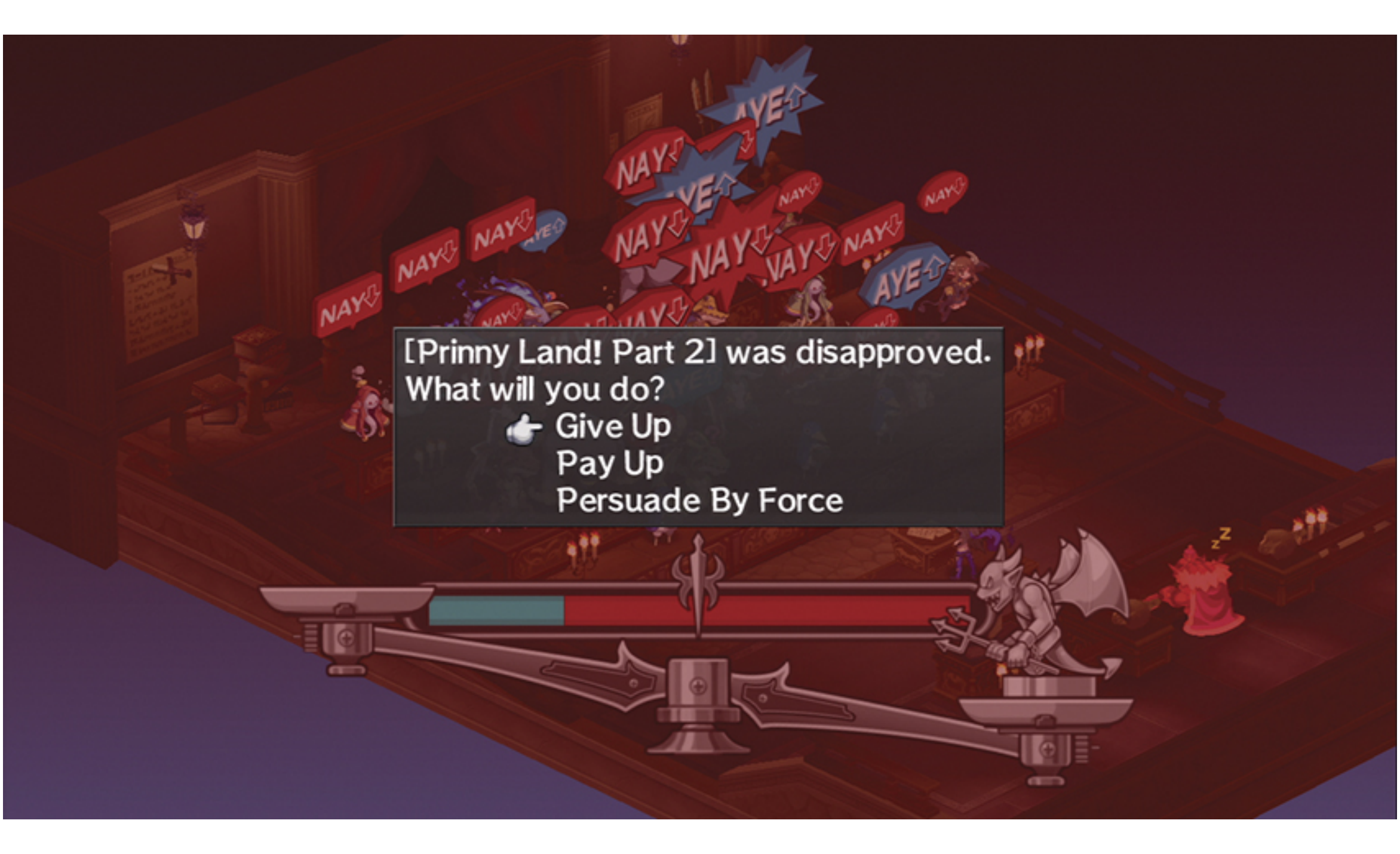

The gate to the "Super Overlord" seems to only be open during Rasetsu Mode...
Acceleration Shot
Increase Attack Power by 5% per panel between unit and target.

After defeating Darkdeath Evilman, your maximum Obtain Rate at the Cheat Shop goes up to 600% and you get another free 100 points to spend on it. You also unlock Rasetsu Mode, and with it, the gate to the Tyrant Overlord....

Prinny Land Part 2

Prinny Land Part 2

First, let's deal with this Prinny issue.

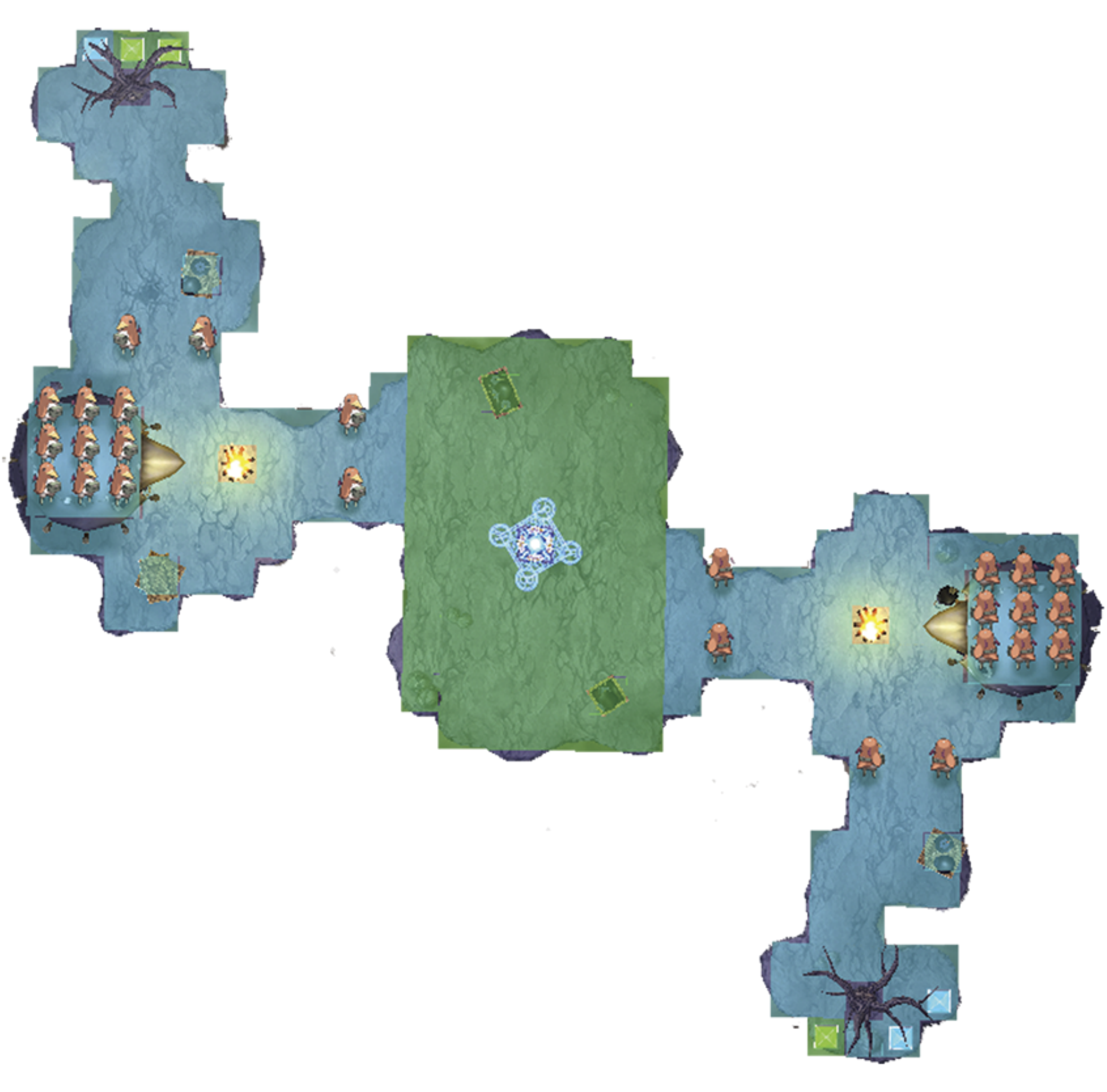


[Prinny Land! Part 2] was disapproved.
What will you do?

Once you've cleared the first three stages of Prinny Land and reached the Post-Game, the Prinny Land: Part 2 bill becomes available in the Dark Assembly. It costs 200,000 Mana to propose it to the Senate and has a base 1% chance of passage. You should go into it expecting either to beat down a nearly full Senate chamber or to pay out a multi-million HL bribe.

You can probably clear Prinny Land 4 at or around level 1,000 if your tactics are strong. If you're capable of taking out Darkdeath Evilman, you're more than capable of handling Prinny Land 5. Prinny Land X ... well, we'll need to talk about that.

Prinny Land 4



Geo Symbol	Geo Effect	Destroy
Aqua #1	No Humanoids	Aqua Change
Aqua #2	Ally Lonely	Aqua Change
Aqua #3	Enemy Turbo 3 times	Aqua Change
Green #1	No Lifting	Green Change
Green #2	DEF +50%	Green Change
Green #3	Movement +1	Green Change

Class	Lv	Qty	Evility	Weapon	Armor	Skills
Pvt. Prinny	1000	22	Bomb Conversion, Flames of Revenge	Nightmare's Neigh	Venus Dress, Falcon Shoes	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Code Prinny, Bomber Dood, Speed Boost

You might remember from early in the story missions that Living Armors sometimes come with an Evility called Flames of Revenge. It provides a stacking 20% buff to a unit's ATK for every ally that has been killed in the current battle.

Every Prinny on this stage has it and there are 22 of them.

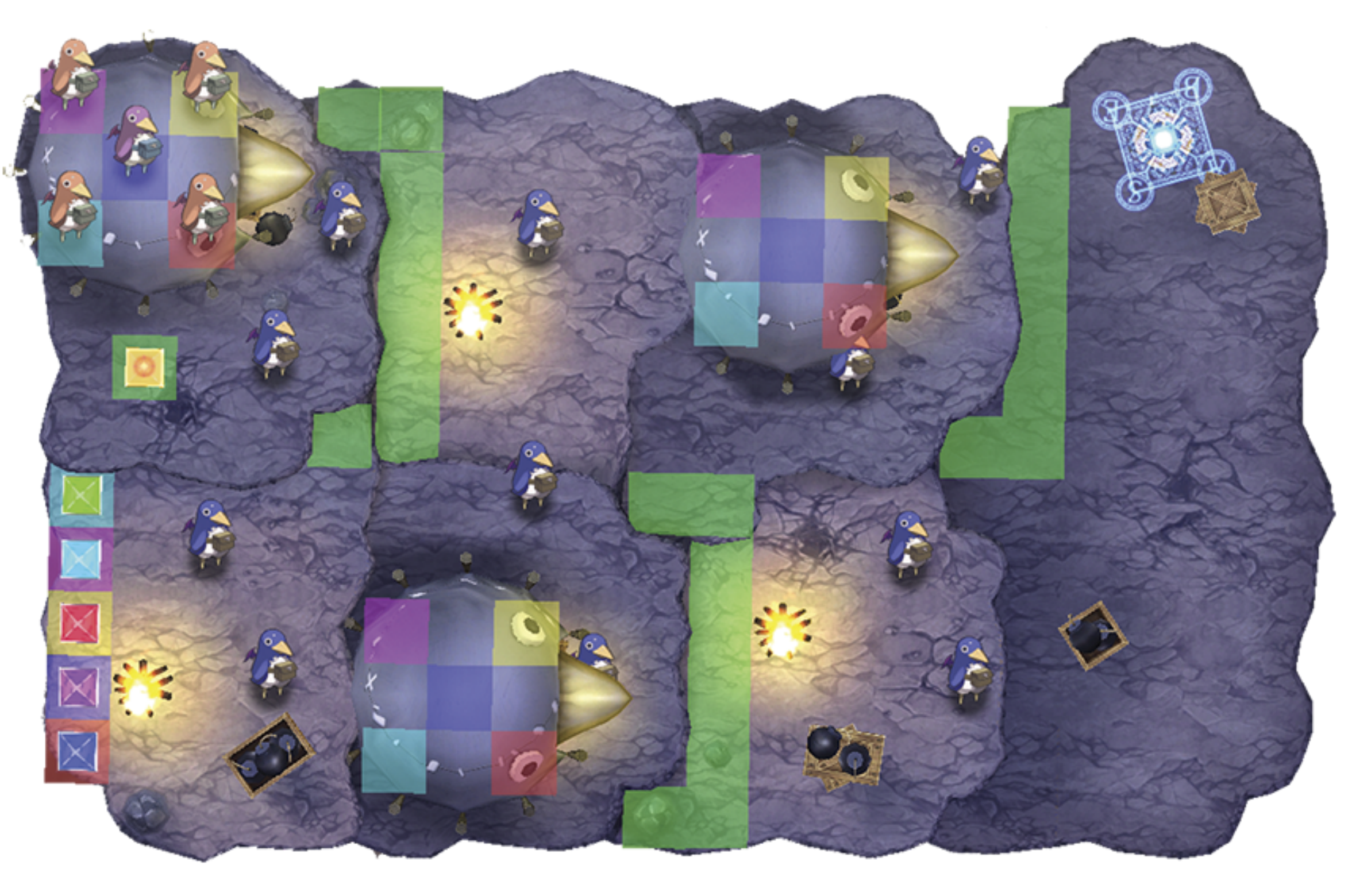
Thousand Prinnies
32350
17165
TOTAL DAMAGE 49515

An additional complication comes from the Geo Effects. Your base panel is surrounded by green Geo Panels that provide DEF +50%, No Lifting, and Movement +1, while the Prinnies begin the map on aqua Geo Panels with No Humanoids, Ally Lonely, and Enemy Turbo. All the Geo Symbols are well inside Prinny turf, so even if you have a high-level monster with a decent Move stat, such as a Mothman, it's unlikely that your monster will make it past the Prinnies to destroy the Geo Symbols. You also can't cheat the system by simply sending a mounted humanoid into the Prinnies' zone; even if No Lifting didn't prevent the Mount command from being used, No Humanoids blocks mounted characters too.

The one bit of luck on this stage is that while the Prinnies will, as usual, cast Speed Boost on each other like it's their job, they will also rush your position. With the DEF +50% Geo Effect, you can hole up around your base panel and take on the Prinnies as they come. Prinnies have some powerful Skills at this level, but the Geo Effect cuts the worst of their damage for the first few turns.

The issue is that Flames of Revenge will eventually drive their ATK up to the point where the extra DEF from the Geo Effect won't help any longer, and at that point you're going to start losing characters. If you wait for a couple of turns until most of the Prinnies have entered the green zone, you can wipe out most of them at once and avoid that concern.

Prinny Land 5



Geo Symbol	Geo Effect	Destroy
Null	No Humanoids	Clear
Red	Clone	Red Change
Blue	Clone	Blue Change
Aqua	Clone	Aqua Change
Purple	Clone	Purple Change
Green	Clone	Green Change

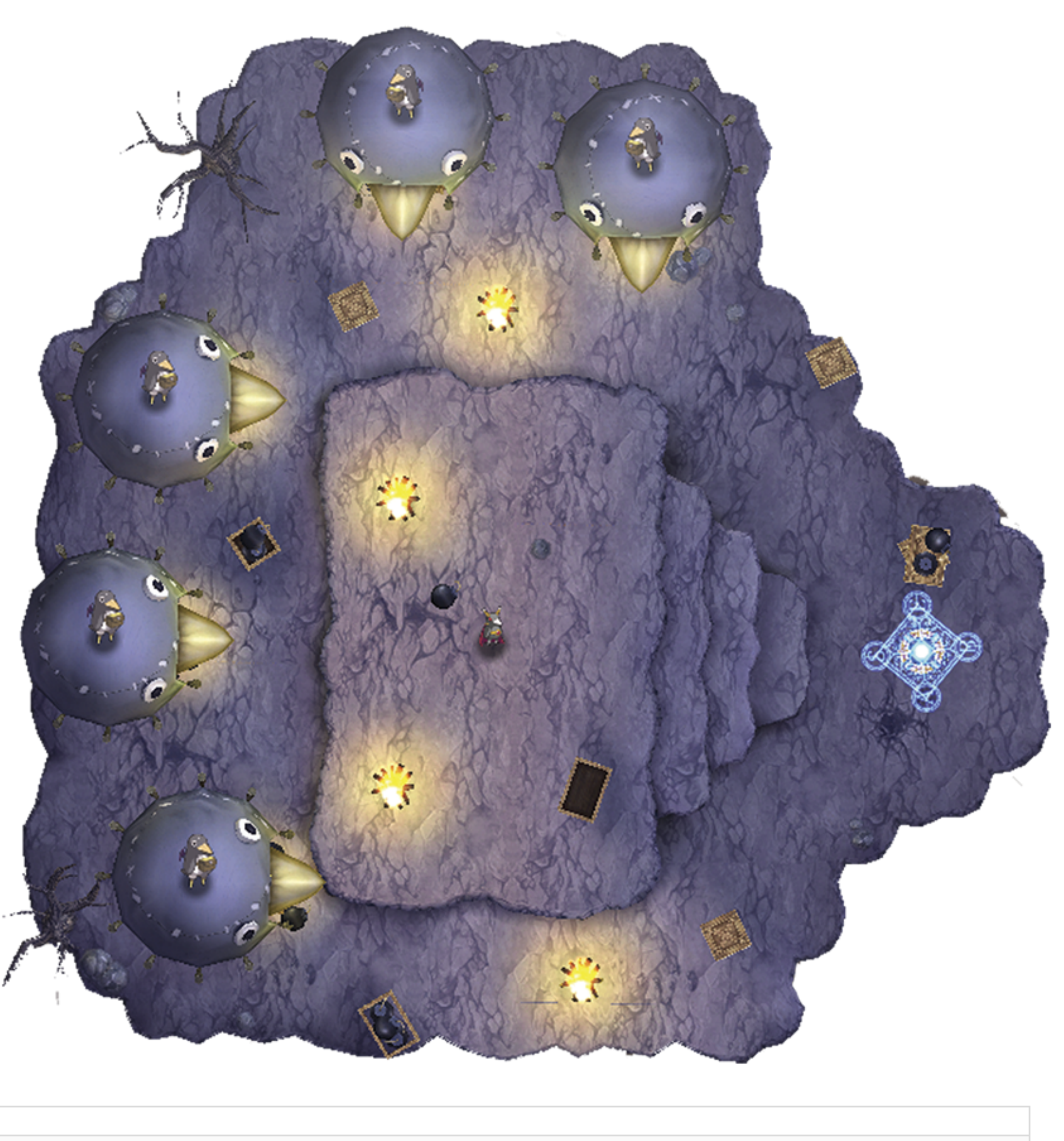
Class	Lv	Qty	Evility	Weapon	Armor	Skills
Pvt. Prinny	2500	11	Explosive Body	Half a Phoenix Wing	Death's Breastplate	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Code Prinny, Bomber Dood, Speed Boost
Prinny King	2500	5	Purple: Cross Bomber, Orange: Bomb Conversion	Half a Phoenix Wing	Death's Breastplate	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Code Prinny, Bomber Dood, Speed Boost

Until you can reach and destroy the Clone Geo Symbols at the end of the path, you will be hip-deep in level 2,500 Prinny Kings. The Pvt. Prinnies placed along the path are cannon fodder, there to slow you down, and every turn you spend getting up the hill means there are another five Prinny Kings jumping off the rooftops to kick in your hairstyle.

This is a map where it comes in handy to have leveled a couple of monsters. The No Humanoids barriers keep you from sending somebody like a Masked Hero up the hill to start breaking Geo Symbols early on, but if you have a reasonably tough Mothman or Shark Dragon with a couple of pairs of Shoes on, they can get to the Geo Symbols faster than anyone else.

There isn't anything preventing you from simply throwing the Prinnies around to clear the way, naturally, but the quarters are cramped enough that you may end up losing units to random explosions. Once you've destroyed the Geo Symbols, it's all over except for the shouting; mop up the leftover Prinnies, then use Create Box or Tower Throw to deal with the remnants of the original group of Prinny Kings. Four of them will come off the last roof on their own, but the fifth will not.

Prinny Land X



Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Pringer X	4000	1	Pringer Protection: damage from the first attack of every turn is nullified.	Makai Wars	Nirvana, Prinny Suit, Accelerator	Prinny Rush, Prinny Destroy, Pringer Beam X	Does not explode when thrown. Passively immune to attacks that move their target, e.g. Aura Punch.
Prinny God	3000	4	Cross Bomber	Enigma	Aegis Shield, Star Muscle	Prinny Blizzard, Prinny Dance, Thousand Prinnies, Code Prinny, Bomber Dood, Speed Boost	-

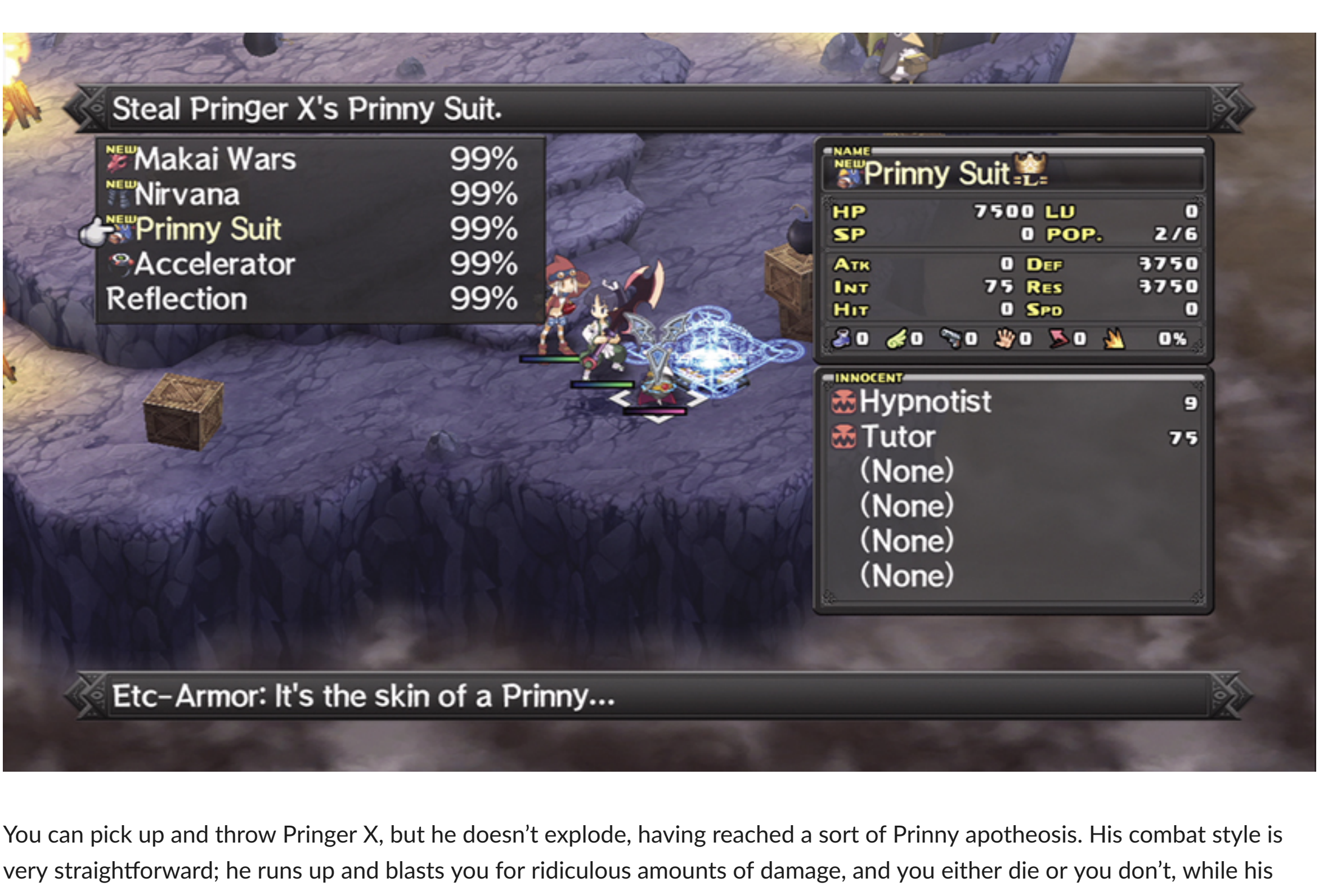
Second Visit

Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Pringer X	8000	4	Heavy Stance: cannot be lifted.	Makai Wars	Superalloy Suit, Arcadia, Propel Vernier	Prinny Rush, Prinny Destroy, Pringer Beam X	Passively immune to attacks that move their target, e.g. Aura Punch.

Pringer Beam X

Have you ever wanted to be soundly beaten by a robot penguin half your size? Good. It's about to happen.

Much like Darkdeath Evilman, just being at around the same level as he is isn't good enough for dealing with Pringer X. His stats all hover around the 440,000 range, so you're going to need to get up to rough parity before you can realistically expect to take him on. This is a good opportunity to start investing Mana into Genius Reincarnations and leveling up higher-end weapons and armor in the Item World.



Etc-Armor: It's the skin of a Prinny...

You can pick up and throw Pringer X, but he doesn't explode, having reached a sort of Prinny apotheosis. His combat style is very straightforward; he runs up and blasts you for ridiculous amounts of damage, and you either die or you don't, while his Prinnies run around on the edges of the fight and cast Speed Boost on themselves. Really, Prinnies love Speed Boost. It's their national pastime.

> **Caution**
>
> Pringer X wears a one-of-a-kind piece of armor: the Prinny Suit. If you have a Thief that's level 4,000 or higher, you can swipe the Prinny Suit if you use Stealing Hand on Pringer X from behind. If you do not do this now, you'll have to go all the way through another cycle for another crack at it, as on future visits, the Prinny Suit is unavailable. This will prevent you from finishing the Item Hoarder Trophy.

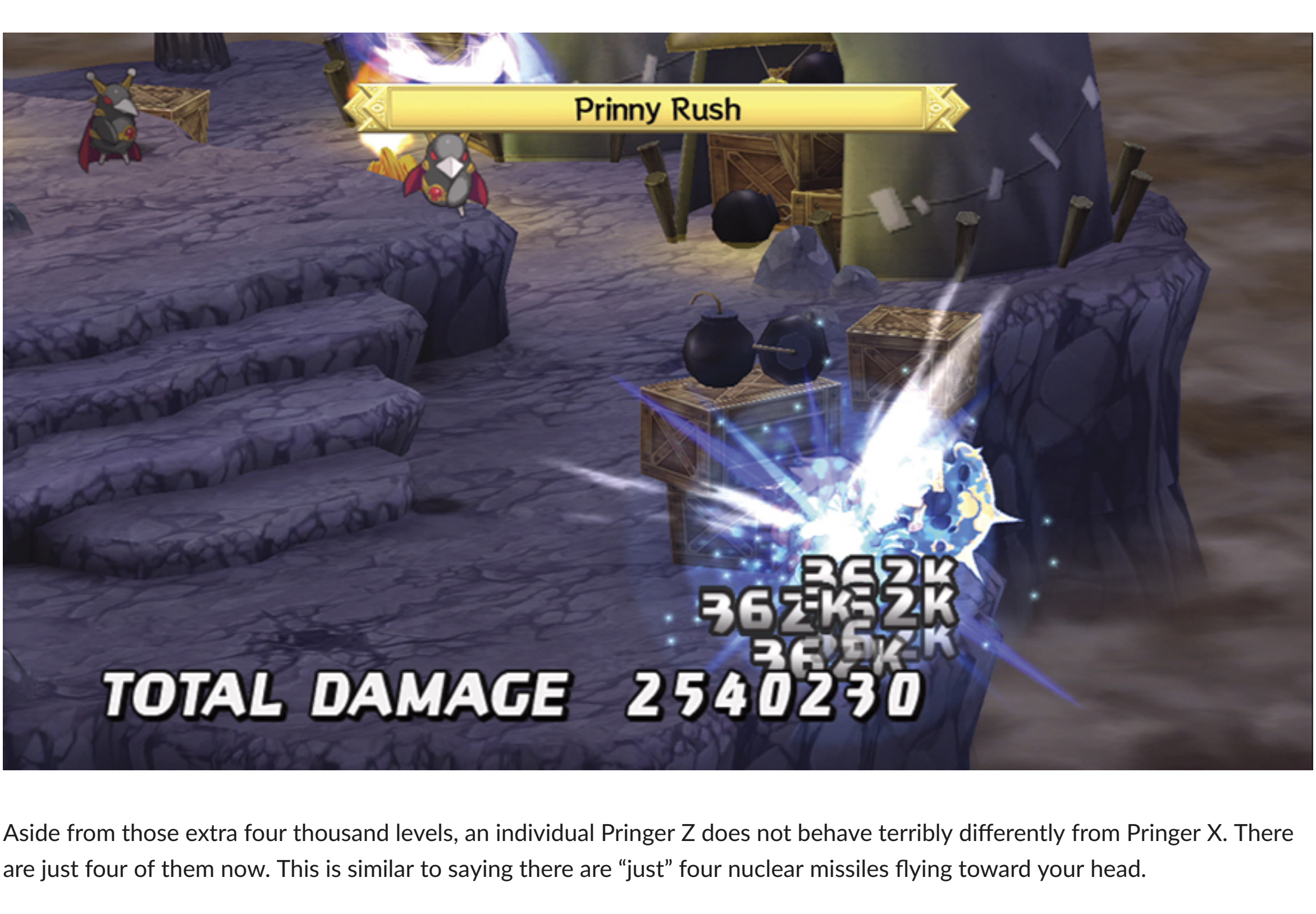
Map Events

- Station Laharl next to Etna.
- Station Laharl next to Sicily.
- Move Flonne next to Pringer X.

Defeat Pringer X to receive another 100 points for the Obtain Rate in the Cheat Shop, and to raise the maximum Obtain Rate to 800%. You'll also receive the well-deserved Pringer X-Terminator Trophy and unlock the Explosion Range cheat in the Cheat Shop.

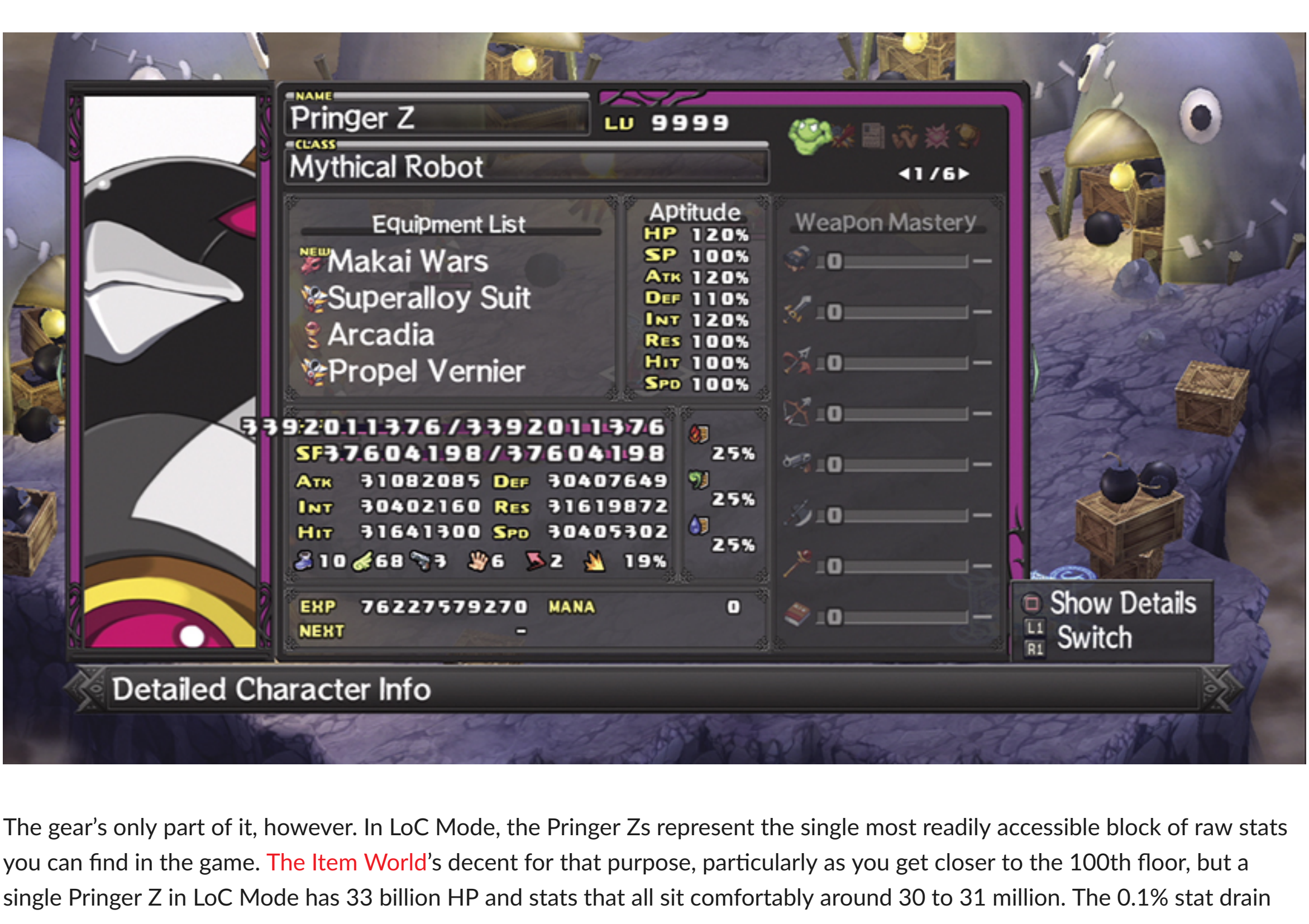
Prinny Land X: Second Visit

On a second trip into Prinny Land X, you'll find the Prinnies have learned from their mistakes and upgraded. Instead of Pringer X's normal Prinny backup dancers, you'll encounter four Pringer Z units. This time they're level 8,000 and they seem to be mad.



Aside from those extra four thousand levels, an individual Pringer Z does not behave terribly differently from Pringer X. There are just four of them now. This is similar to saying there are "just" four nuclear missiles flying toward your head.

In a strange way, this turns Prinny Land X into a farming map. A Pringer Z comes equipped with a Makai Wars, a Superalloy Suit, an Arcadia, and a Propel Vernier, all of which are the second-best items in their respective categories. You can find all of them in the Item World, particularly in LoC Mode, but stealing them from a Pringer Z is faster and more reliable. You'll need a Thief at or above level 8,000 to successfully steal from a Pringer Z, although she'll have to hit him from behind, and you can grab the items even if you end up losing the fight.



Detailed Character Info

The gear's only part of it, however. In LoC Mode, the Pringer Zs represent the single most readily accessible block of raw stats you can find in the game. The Item World's decent for that purpose, particularly as you get closer to the 100th floor, but a single Pringer Z in LoC Mode has 33 billion HP and stats that all sit comfortably around 30 to 31 million. The 0.1% stat drain from LoC Mode can result in one of your characters gaining as much as 310,000 permanent stat points by killing a Pringer Z. If you use the Stronger Enemies cheat, their stats go up and you can get even more.

After you're able to beat the Pringer Zs once, keep working on your gear, Reincarnating, and coming back to harvest the little guys for their stat points. This is one of the fastest ways to power up for the next and final stage.

Defeating the four Pringer Zs raises the Obtain Rate at the Cheat Shop to 1,000%. This is the best that it ever gets.

If you can beat Pringer X or Z on LoC Mode, it unlocks the Everyone Is a Bomb cheat at the Cheat Shop and the Ultimate Destroyer Trophy. Rosen Queen also raises you up to Product Rank 12. You've overcome one of the fiercest challenges in Disgaea D2 at this point, but the game isn't quite over yet.

Challenge: The Ultimate Play Through

After you've defeated Darkdeath Evilman, you unlock Rasetsu Mode at the Cheat Shop. By itself, Rasetsu Mode's effects aren't obvious, but you can really see it at work if you start messing around with the higher levels of the Stronger Enemies cheat. With Rasetsu Mode on, the old stat caps no longer apply; you can level items above 300, to a maximum of 999; you can get Aptitudes all the way to 300% via Reincarnation, if you choose to do so; and your new ceiling for HP and SP is 400 billion. That is not a typo.

There's also another level at the Dimension Guide that you can only see with Rasetsu Mode on. The Tyrant Overlord is back, and he's more powerful than ever.

Caution

You must have Rasetsu Mode on to visit this stage. You do not need to have LoC Mode on.

Tyrant Overlord War

Feast your eyes on the power of
Overlord Laharl!!!
SKIP

Class	Lv	Qty	Evility	Weapon	Armor	Skills	Note
Baal, Stage 1	9999	1	T.O. Analyze: take 0 damage from skills previously taken. Increase Attack Power by 0.05%. T.O. Force: attack units dispatched from the base panel.	Baal Stigma	Super Time Engine, Broken Cellphone, Trapezohedron	Sword Rain, Tera Star	All equipment is level 999.
Baal, Stage 2	9999	1	T.O. Analyze: take 0 damage from skills previously taken. Increase Attack Power by 0.05%. T.O. Pandemic: inflict enemy units with status ailments at end of turn.	Baal Stigma	Super Time Engine, Broken Cellphone, Trapezohedron	Sword Rain, Tera Star	All equipment is level 999.
Baal, Stage 3	9999	1	T.O. Analyze: Take 0 damage from skills previously taken. Increase Attack Power by 0.05%. T.O. Illusion: 50% chance to evade all attacks.	Baal Stigma	Super Time Engine, Broken Cellphone, Trapezohedron	Sword Rain, Grand Sword, Tera Star	All equipment is level 999.
Baal, Stage 4	9999	1	T.O. Analyze: take 0 damage from skills previously taken. Increase Attack Power by 0.05%. T.O. Legion: create ally units at end of turn.	Baal Stigma	Super Time Engine, Broken Cellphone, Trapezohedron	Sword Rain, Grand Sword, Tera Star	All equipment is level 999.
Baal, Stage 5	9999	1	T.O. Analyze: take 0 damage from skills previously taken. Increase Attack Power by 0.05%. T.O. Disaster: deal damage to enemy units at end of turn.	Baal Stigma	Super Time Engine, Broken Cellphone, Trapezohedron	Sword Rain, Grand Sword, Tera Star	All equipment is level 999.
Baal, Stage 6	9999	1	T.O. Analyze: Take 0 damage from skills previously taken. Increase Attack Power by 0.05%. T.O. Despair: destroy the base panel at end of turn.	Baal Stigma	Super Time Engine, Broken Cellphone, Trapezohedron	Sword Rain, Grand Sword, Grave Eternity, Tera Star	All equipment is level 999.
Baal Slave	4000	1	Basic Principles: won't target allies when attacking, and won't be targeted by allies.	Legend Emblem	-	Tera Fire, Tera Wind, Tera Ice	In Stage 4, Baal creates two at the end of his turn.

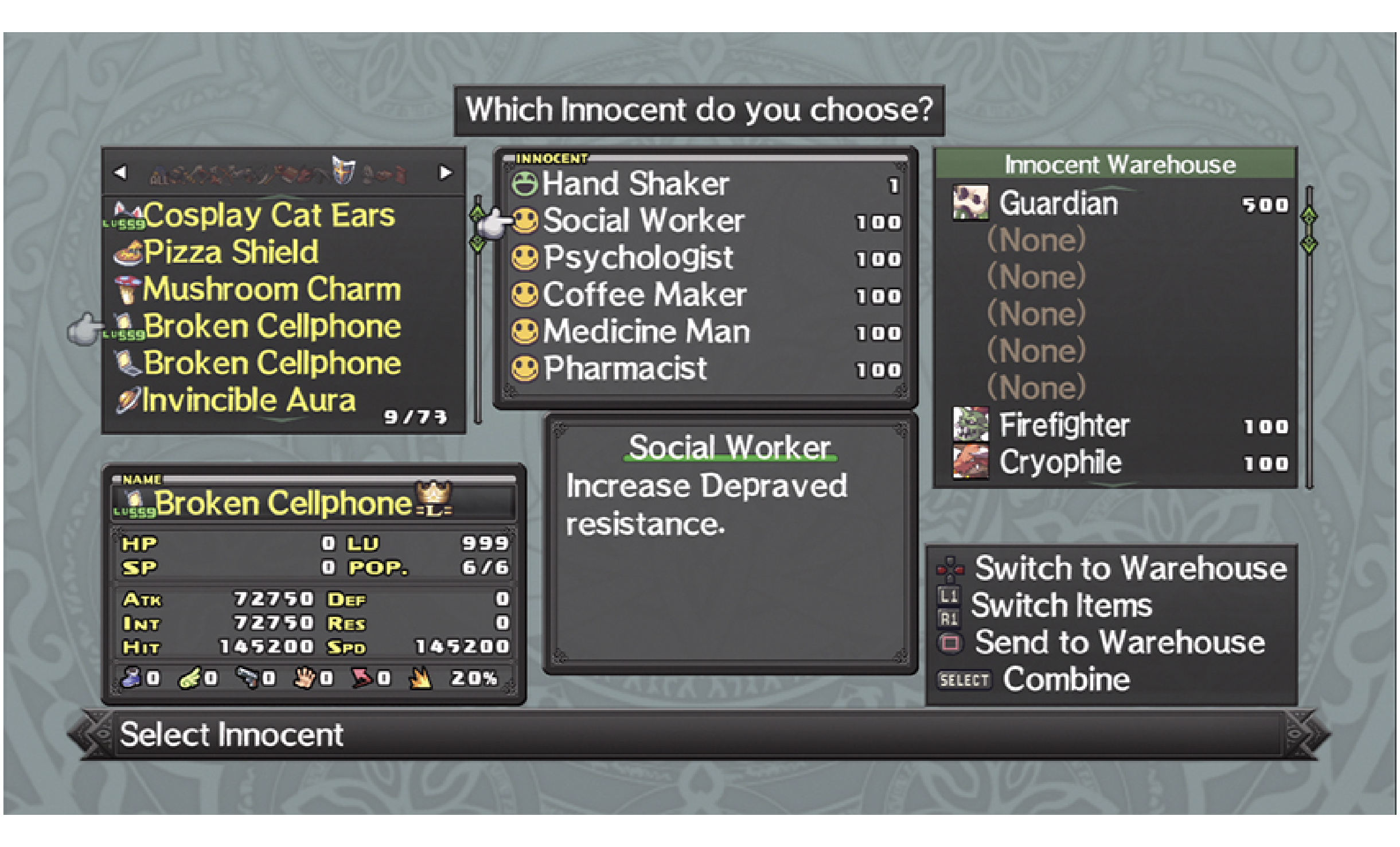
Before you go running in to face Baal and cover yourself in glory, you have a shopping list to fill out.

First off, anyone you intend to send into this meat grinder needs to be level 9,999 with several dozen Reincarnations behind him or her and a Rank 40 level 999 weapon of your choice. Max out your character's Aptitudes, pick up the extra Weapon Skills from the Item World, and get all your Special Skills up to level 255. Pass all the bills in the Dark Assembly to improve your character's Move, Critical, Jump, Throw, and Counter stats, and pass all six possible bills in the Dark Assembly to give your weapons a +6 to their Range. This will cost about two billion HL.

Here's the really difficult part: your characters need to have access to just about every damaging spell and Weapon Skill in the game. Whatever they can learn, they should, and you should carry backup weapons so you can change them out on the fly. That includes maxing out all Weapon Masteries.

For equipment, you want a Broken Cellphone, which can be stolen from Item Gods on the 100th floor of legendary Rank 39 to 40 weapons and armor; a Trapezohedron, the best Emblem in the game, which can be found on Item Gods in LoC Mode by creating an Item World with a legendary Arcadia; and a pair of Cosplay Cat Ears, which can be found in the same place as the Broken Cellphone and are inexplicably the best armor in the game when you get them to max level. Each of these items should also be level 999, naturally, with all six bills passed in the Item Assembly to improve their stats.

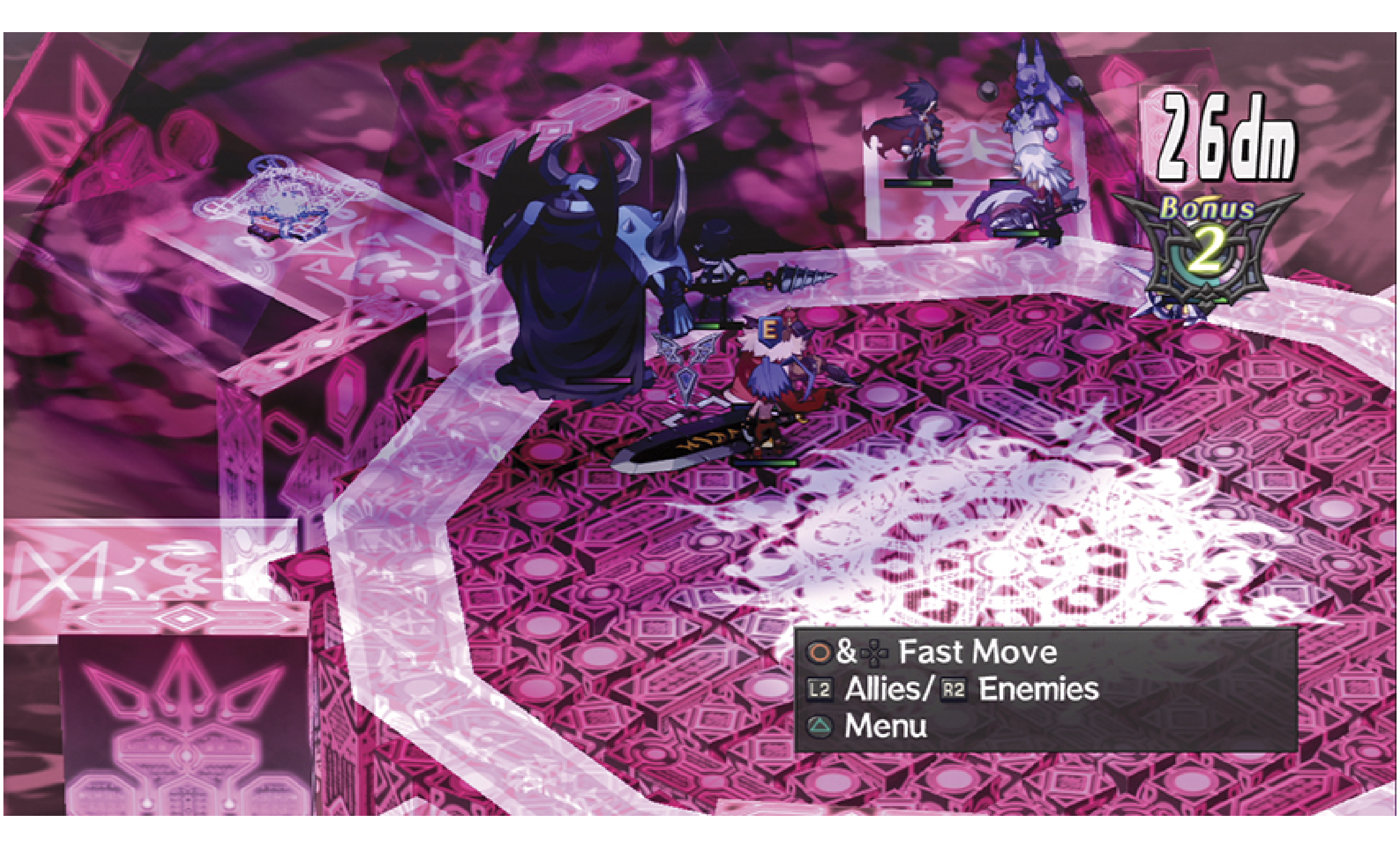
This is extremely time-consuming but worthwhile. With a legendary Rank 40 weapon and three legendary pieces of high-end equipment, plus whatever stats you can leech from farming Pringer Zs in Prinny Land and exploring the Item World in LoC Mode, you're well on your way to the point where you can actually land a hit on Baal. His base stats are all around 500 million, so that's the ballpark figure you're aiming for, after buffs and Evilities, to be able to inflict any damage to him at all.



The final element of your equipment can take a while if you don't get lucky. Using the Innocent Route in the Item World, subdue and collect Social Workers, Psychologists, Coffee Makers, Medicine Men, and Pharmacists. These Innocents all provide an increasing level of resistance to the five status ailments in the game. If you have all five Innocents at level 100 installed into your equipment, that character is completely immune to status ailments. This is time-consuming, but absolutely necessary due to one of Baal's Evilities. T.O. Pandemic automatically inflicts all five status ailments on all active characters at the end of the enemy turn.

It's unlikely that you'll be able to find enough Innocents to immunize more than one character unless you get lucky, so anticipate that one of your characters is going in alone for the first couple of stages of this fight. A Lady Samurai with the Duelist Evility is an ideal choice for this, as her ATK goes up by 100% when she's facing an enemy that's unique on the field, and Baal is nothing if not unique. Your Lady Samurai should have high Weapon Mastery with several different weapons with knowledge of all eight Weapon Skills for each. Use the Dark Assembly to give your Lady Samurai Garungun's Fabricated Setting Evility, so when and if Baal reduces your Samurai to 0 HP, you'll pop back up instantly with a 30% stat boost. You can bring a healer for the first stage, but unless you can provide him or her with total status immunity, whoever it is will have to retreat into the base panel during stage 2 or get leveled by T.O. Pandemic. You can also have your Lady Samurai equip a Lollipop on every other turn, to regenerate her HP automatically at the end of the enemy turn.

A less ideal option is to give your characters a second Evility by getting them to a five-heart Likability rating with a Lantern. Reverse Ailment won't keep your characters from getting put to Sleep, but it'll turn the Poison damage into healing and the Depraved ailment into a 30% stat boost. You'll only be able to act once every other turn, but the extra DEF and the passive healing will help to defray the damage from Baal's attacks. It's not as good as immunity, but it's better than nothing if the Innocents are playing hard to get.



The fight with Tyrant Overlord Baal is six stages long. When he's "killed" the first five times, he immediately returns to full health with a new second Evility. Winning the fight requires you to anticipate and counter that second Evility ahead of time.

Stage 1

The first hurdle to fighting Baal is getting into the fight at all. His second Evility, T.O. Force, causes any character who enters the fight to get smacked by a falling sword for a base amount of 99 billion, reduced by DEF. This is not hyperbole. That's the number. If your characters can't take that on the chin without flinching, you aren't ready to fight Baal yet. Even at the Rasetsu Mode DEF cap, a character will still take about 9 billion damage from T.O. Force.

The second hurdle is his first Evility, T.O. Analyze. Skills can damage Baal only once before he becomes immune to them. This even includes basic attacks with a particular weapon, which is why your leading character has to know so many extra Skills and Weapon Skills and carry several backup weapons; you can only use any single attack once on Baal before it becomes worthless. To get through the first two stages, keep track of which Weapon Skills you've used and go down the list one by one, changing out weapons in the Equipment menu as necessary.

Keep in mind that T.O. Analyze stops individual Skills and spells, not attack types. For example, Baal can and will take damage from Fire, Mega Fire, and Giga Fire in the same fight.

Because Baal has a Super Time Engine equipped, he teleports around the battlefield on every turn. This is why your weapons have their Range maxed out, as it lets you hit Baal while moving as little as possible to maximize your damage. Baal is also immune to debuffs and to Stealing Hand.

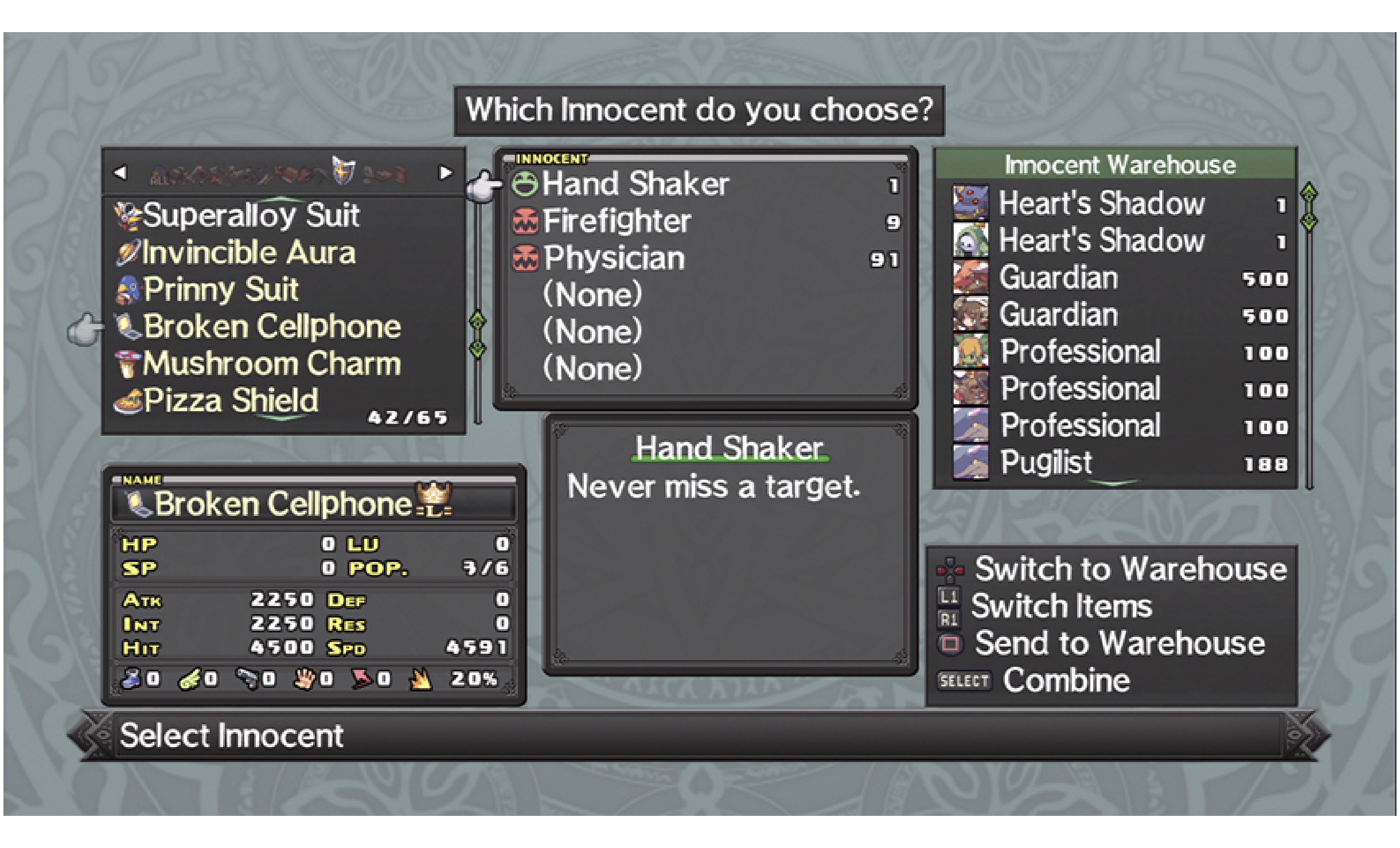
Stage 2

Baal loses T.O. Analyze with his first "death" and gains T.O. Pandemic in its place. Any character without complete immunity to status ailments via Innocents on his or her equipment will be afflicted by all five of them for the next two turns.

If you've done the appropriate preparation, this stage isn't hard to deal with. If you haven't, you'll lose your next turn and Baal will land a critical hit on you for "free" because he hit you while you were Asleep, then immediately put you back to Sleep at the end of the enemy turn. Things will degenerate from there.

Stage 3

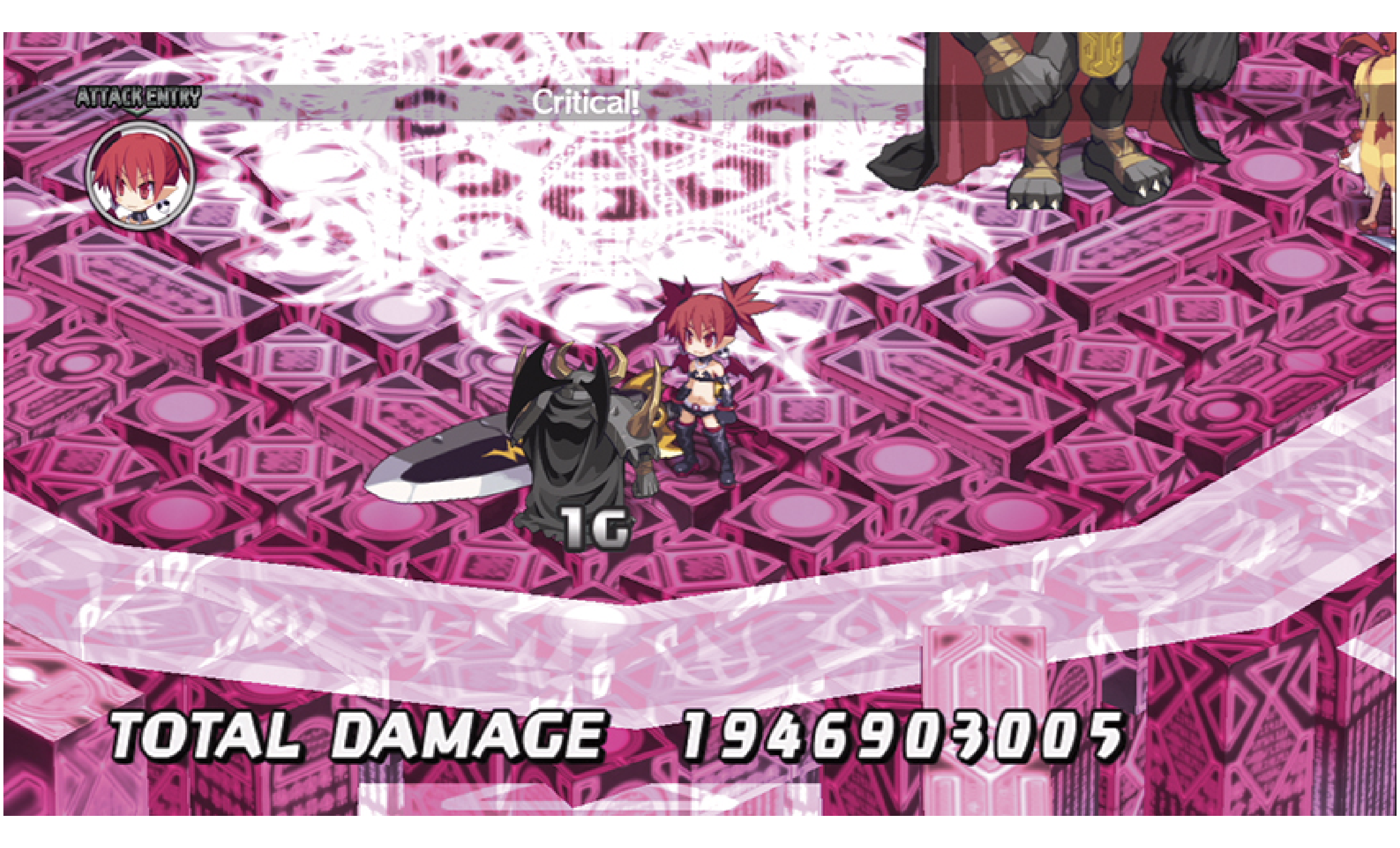
T.O. Pandemic drops and is replaced by T.O. Illusion, which gives Baal a 50% chance to avoid all incoming attacks. This is why you have a Broken Cellphone equipped, as it bypasses his Evility and lets you keep up the punishment.



It's a lot easier to deal with T.O. Illusion than the Evilities of either of the previous two stages. Bring out any other team members you plan to use and equip them with Broken Cellphones so that they can start contributing to the damage. It can be helpful to bring out monsters or unique characters at this point, since they have unique skills that you can use to damage Baal through T.O. Analyze.

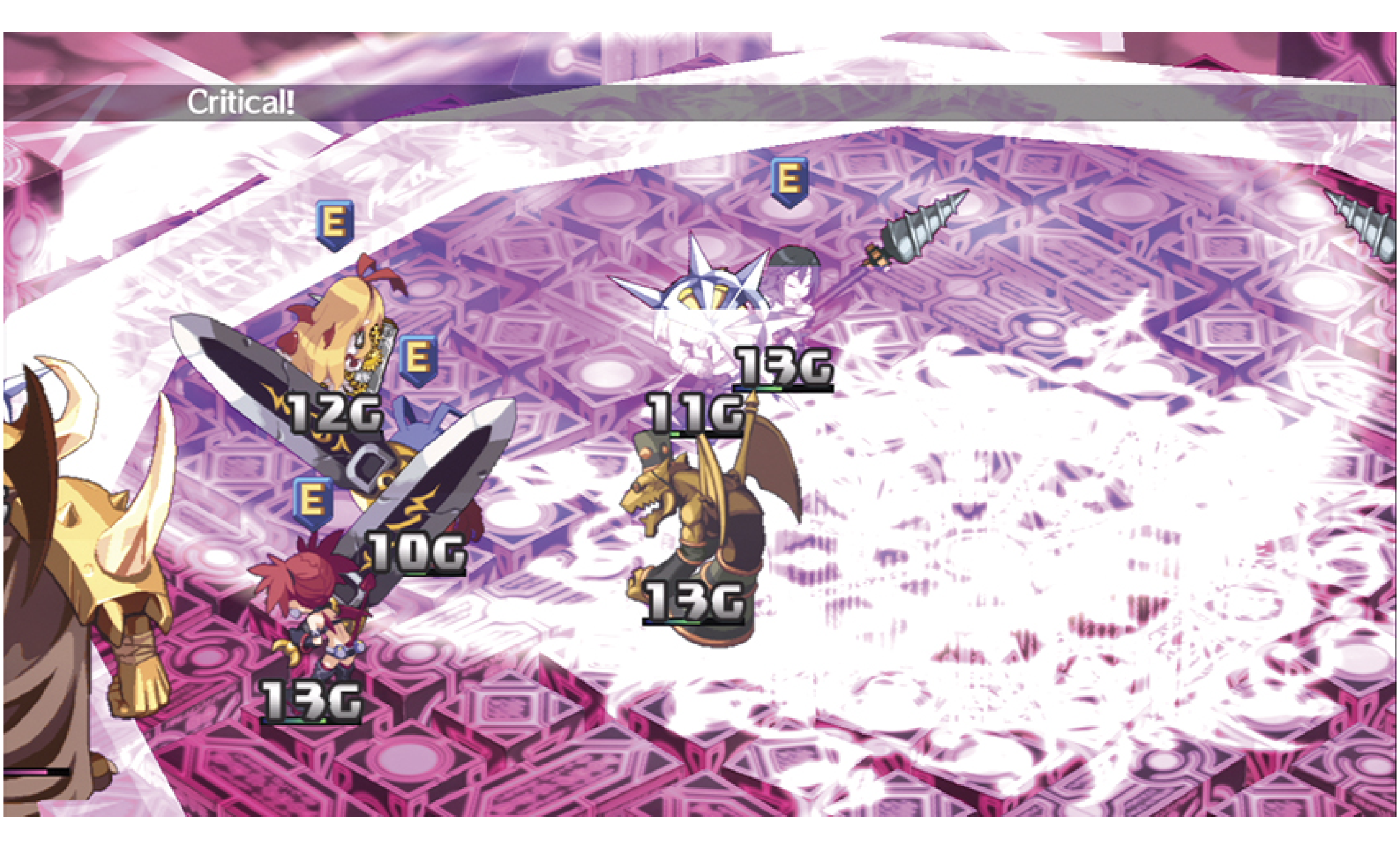
You can either utilize a designated healer at this point, such as Flonne, or give as many characters as possible the Sweet Aroma Evility, stolen from an Alarune. That provides your units with a flat 25% healing at the start of your turn for every character that's standing within two panels of them, and if you're powerful enough to reach Stage 3 of the Baal fight, that can be worth billions of HP.

Stage 4



Baal starts running out of ideas at this point and will summon two Baal Slaves at the end of his turn. These little guys have Legend Emblems and know a few Tera spells, but they're "only" level 4,000. You can generally shrug them off and keep after Baal.

Stage 5



Sweet Aroma is handy at this point, as Baal's new Evility is T.O. Force, which causes him to inflict damage to every member of your team at the end of his turn. The amount inflicted can be anywhere from six to twenty billion per character. If you anticipate the stage transition and move your units closer together, Sweet Aroma should keep you healthy enough to withstand both the hit and the opportunistic strikes from Baal's Tera Star and Sword Rain spells.

Stage 6

At the end of the next enemy turn after he transitions into his final form, Baal destroys your base panel outright. If you're going to use any other characters, bring them out now. As long as you've got a deep enough pool of methods by which you can damage Baal, you should be able to finish him off.

ATTACK ENTRY
Critical!
17G
TOTAL DAMAGE 17775990657

Of course, all of this is easier said than done. Beating Baal requires that you have a vast library of leveled Special Skills, billions of points in every stat, and the absolute best weapons and armor you can wring out of the game. You shouldn't be surprised if it takes you a few tries to get used to the fight and get an idea of where you can improve.

The good news is that by default, Baal is not capped on any stat. It is actually possible for your characters to get more powerful than he is without having to beat him first. It will take a considerable amount of time, but you can simply grind your way to glory. Keep farming Pringer Zs for stat points, leveling your items beyond 999 to add to their stat value, and Reincarnating, and sooner or later, you can and will win.

Victory over Baal means you're unequivocally a master of Disgaea D2. You receive a Great Baal Horn and a Super Time Engine to commemorate your victory, and the character who struck the killing blow receives the title of Tyrant. This goes before their class's name in their status screen.

The Super Time Engine, when equipped, gives any character a Move of 99 and allows them to bypass any hills, chasms, and cliffs on a map. They don't even walk anymore; they simply reappear in the target panel.

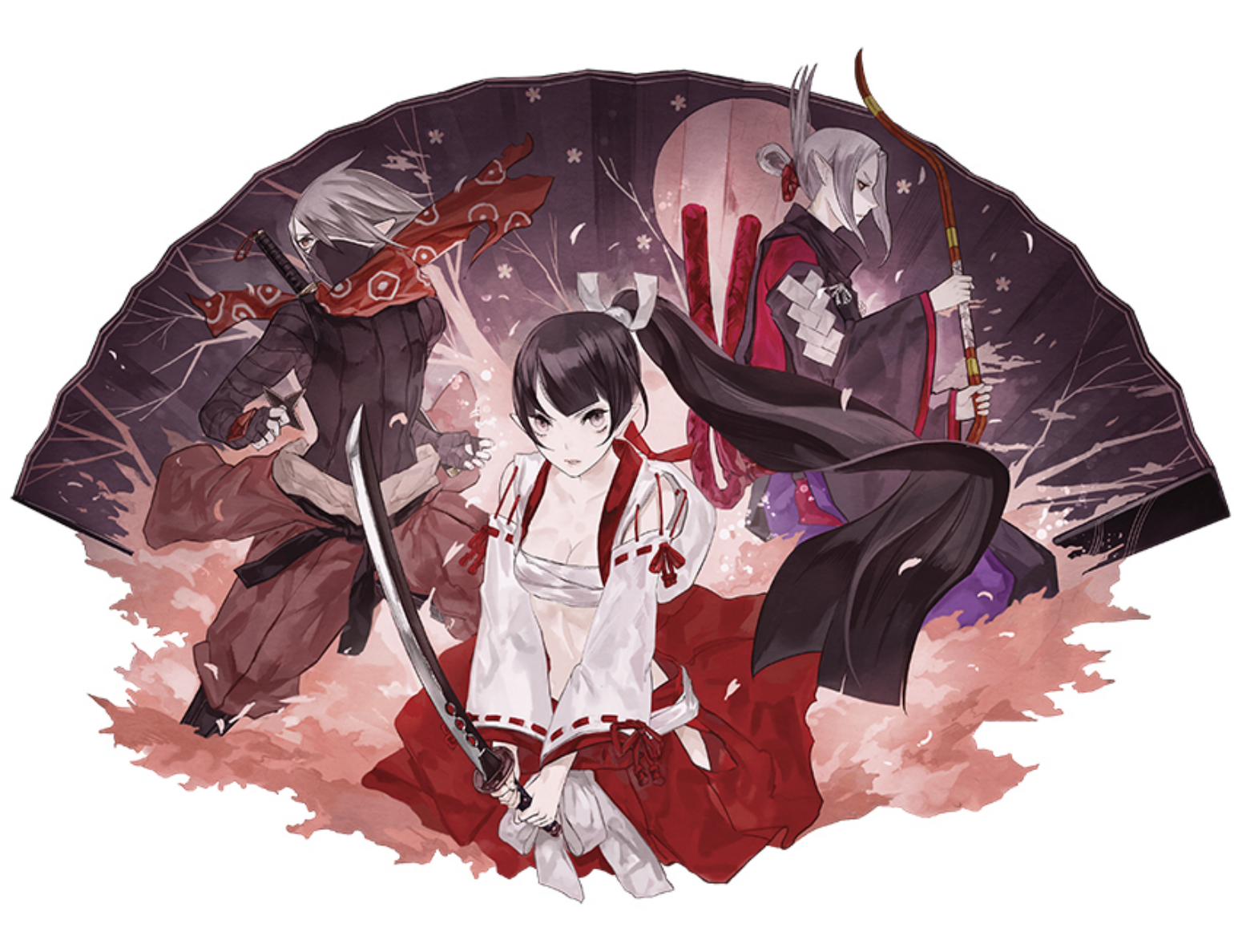
Map Events

- Have Laharl attack Baal.
- Station Etna next to Laharl.
- Station Sicily next to Flonne.

You can return to Tyrant Overlord War whenever you like for a rematch with Baal. If you are completely insane, you can even use the Enemy Strength cheat to make the fight harder.

Artbook

Artwork by: Yuki Mimura



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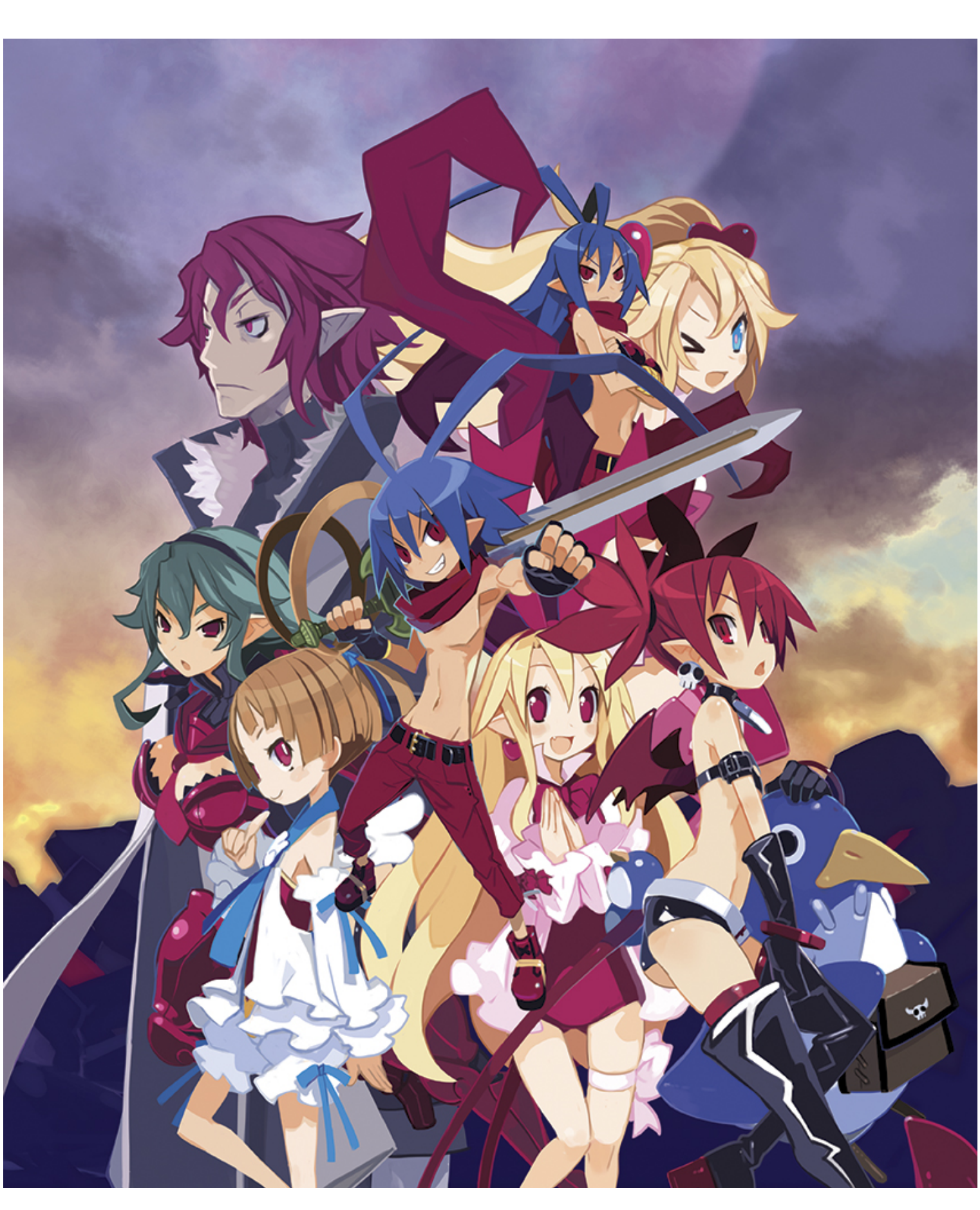
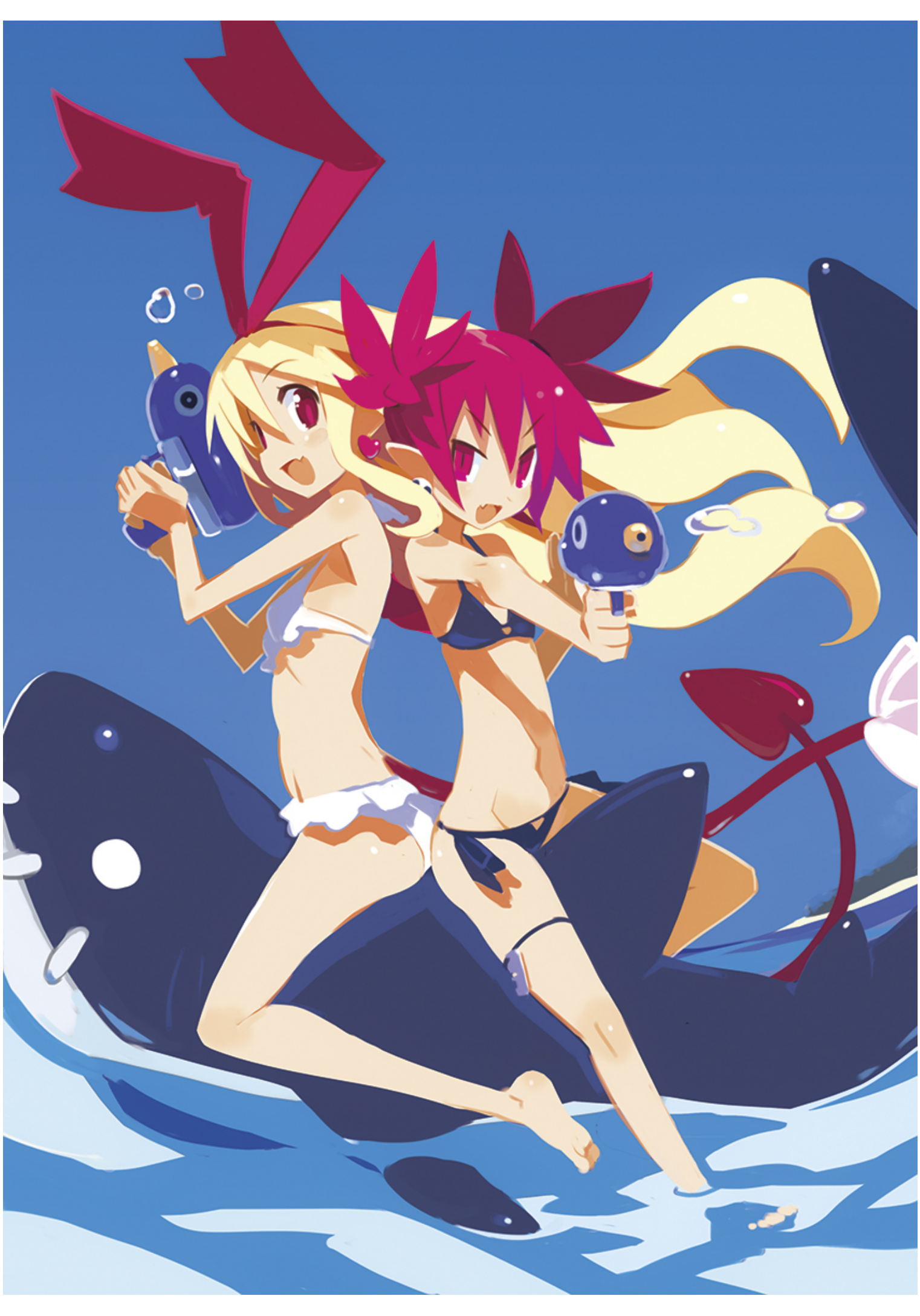
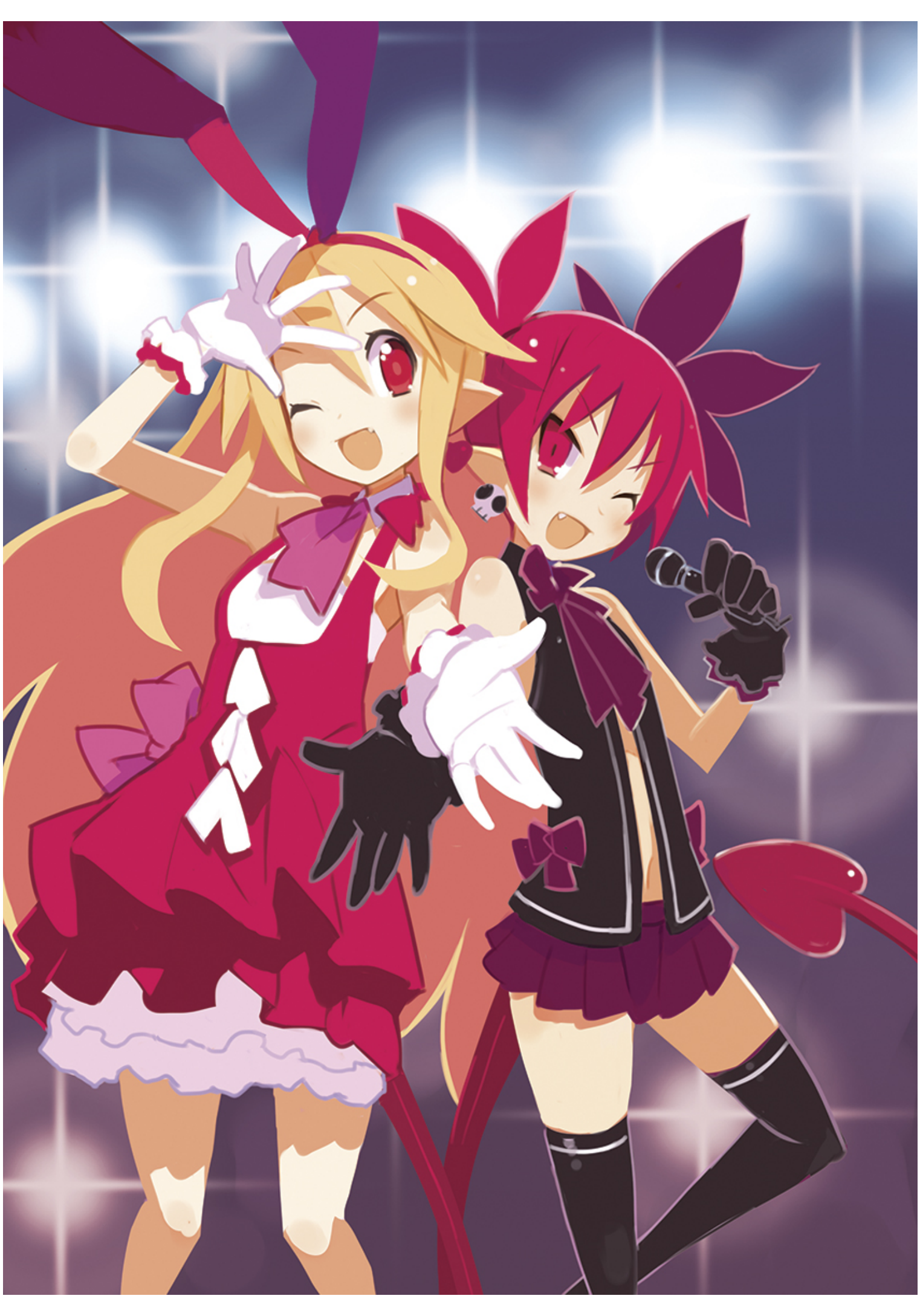
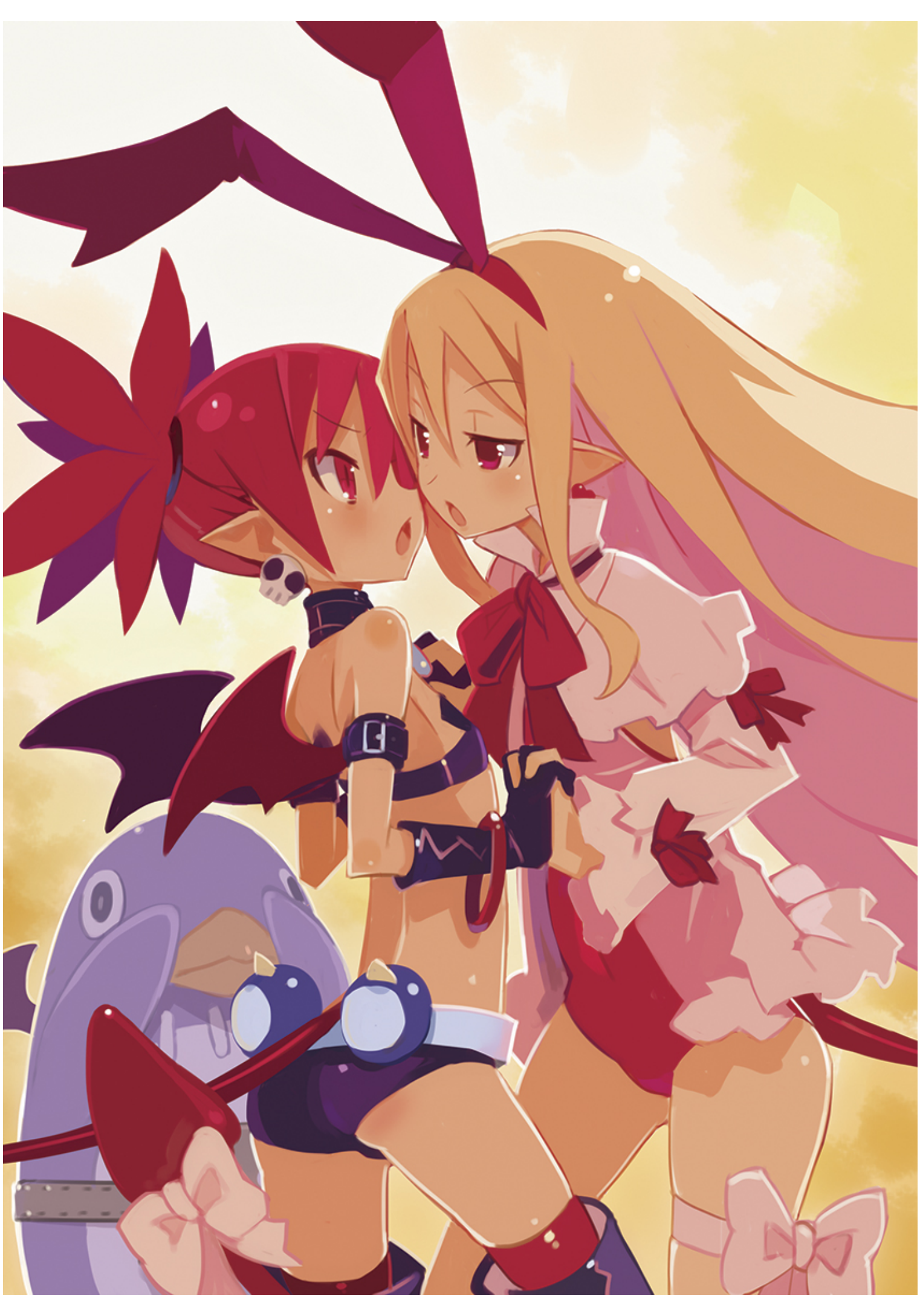
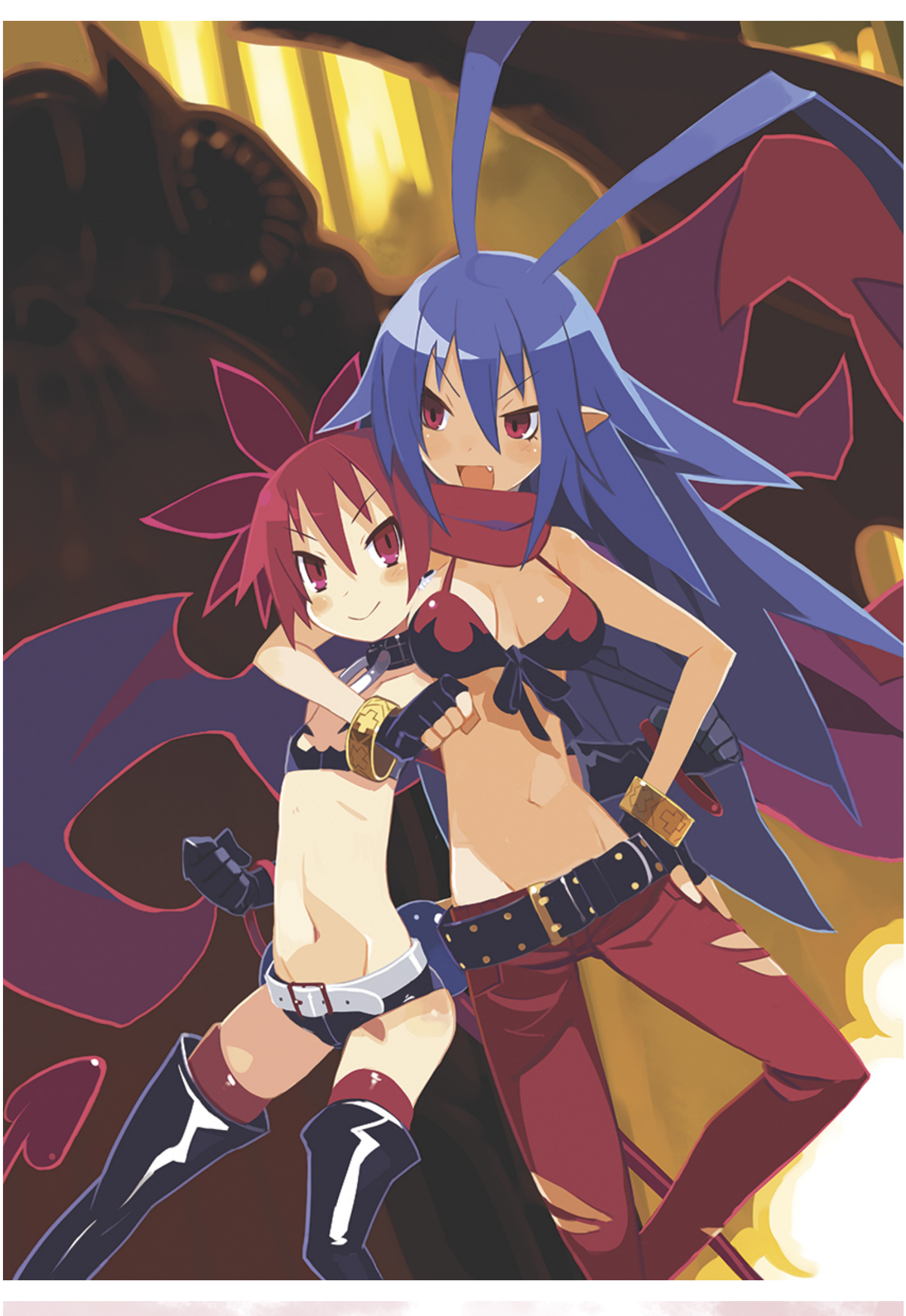
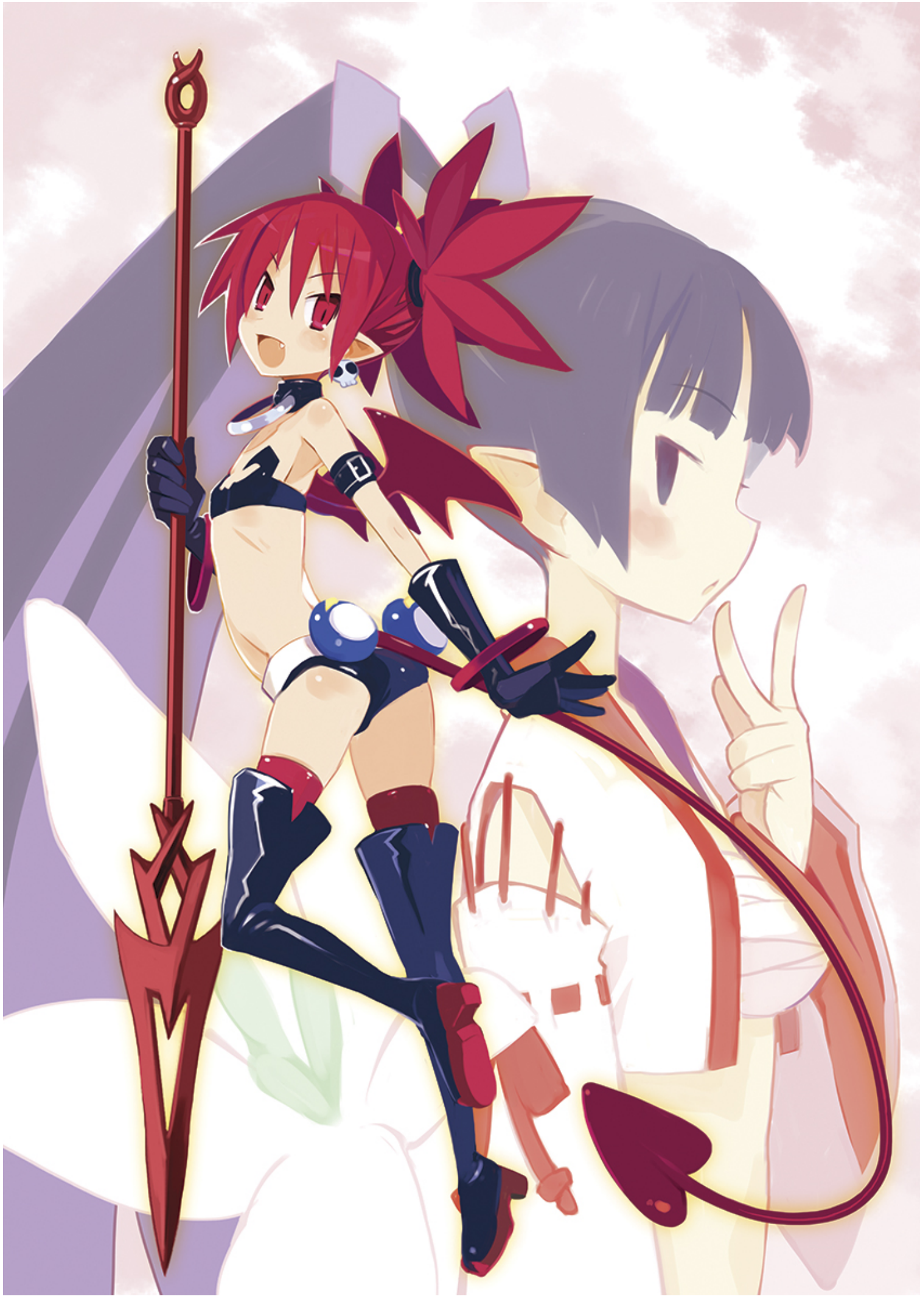


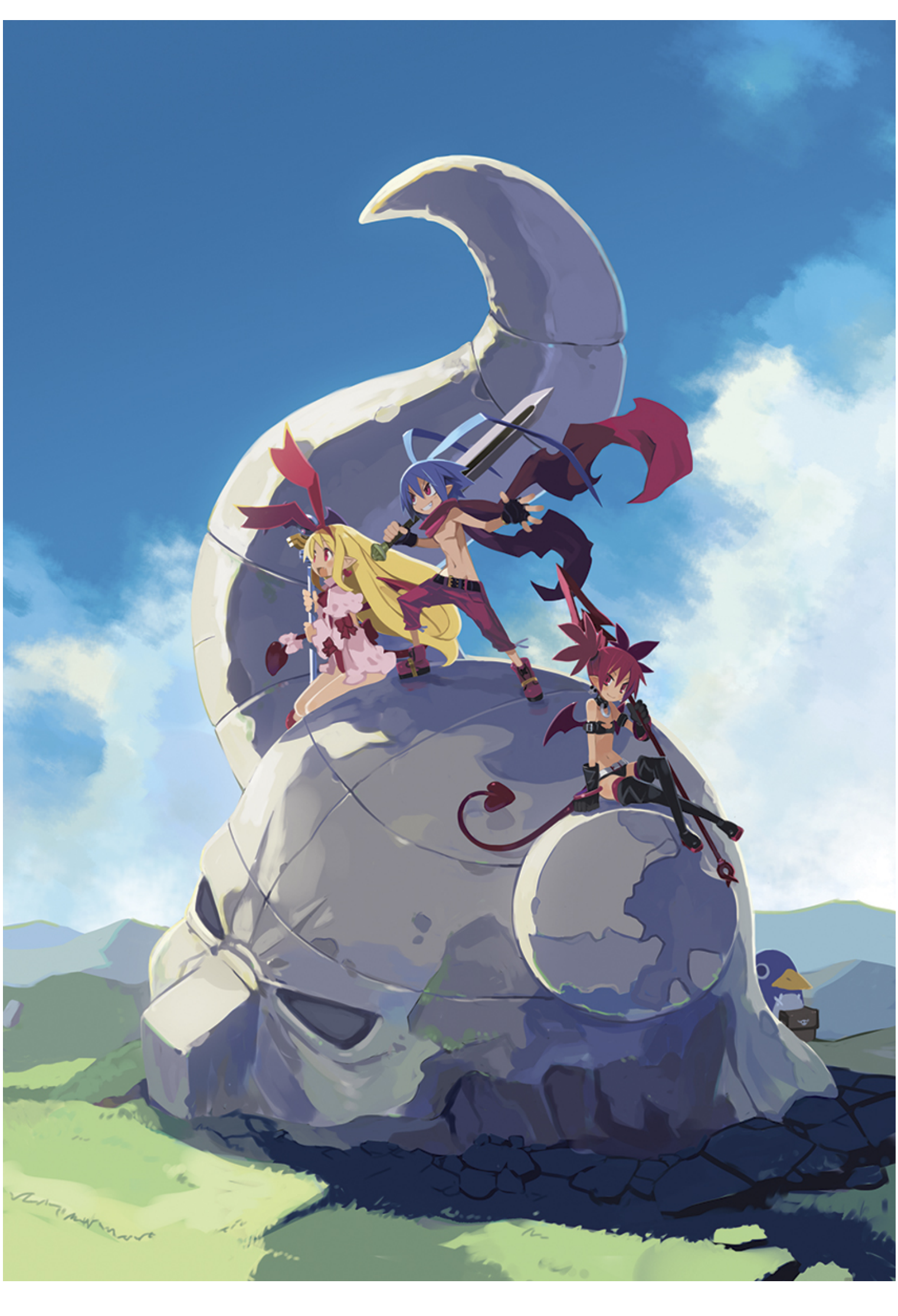




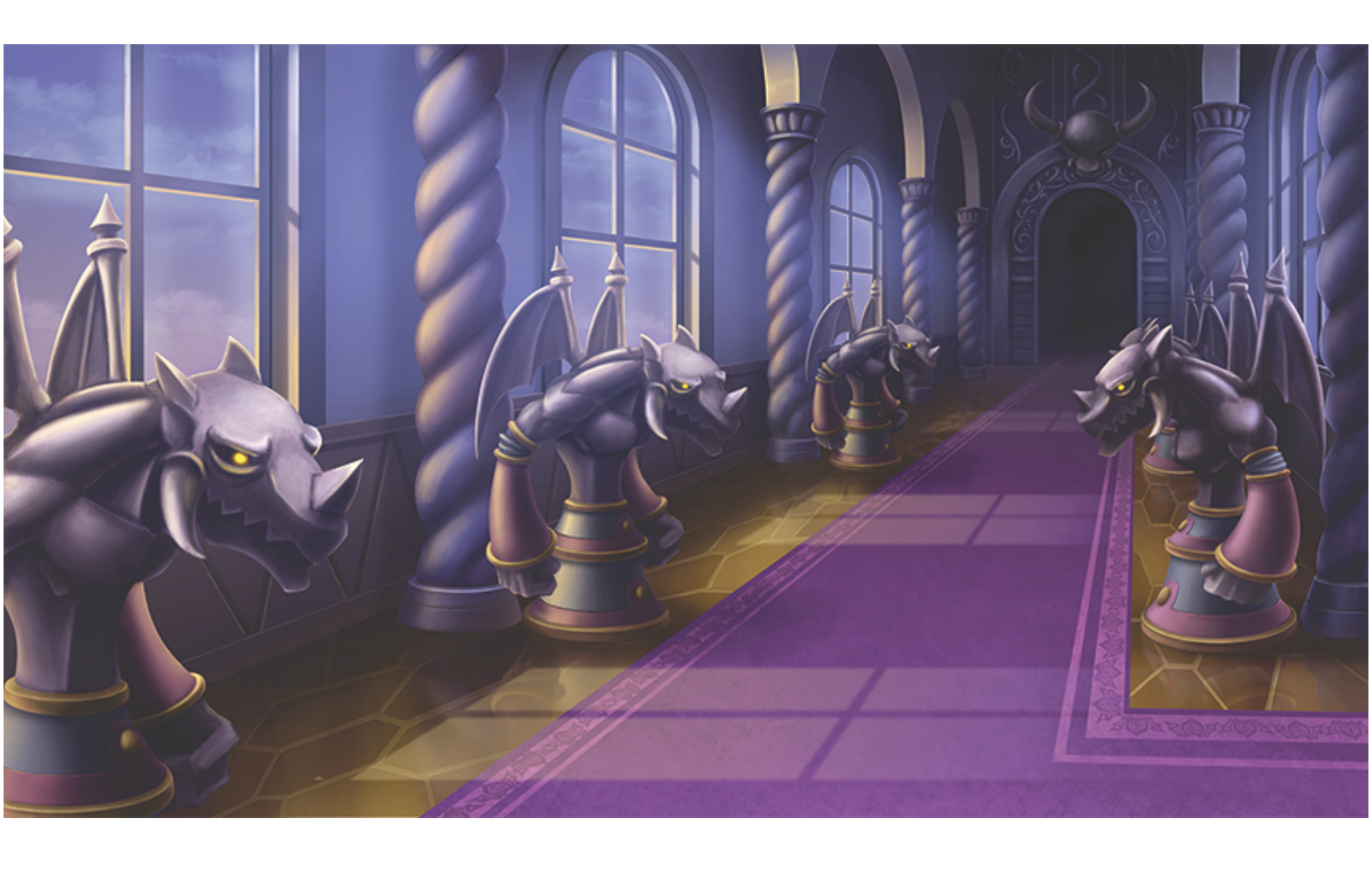


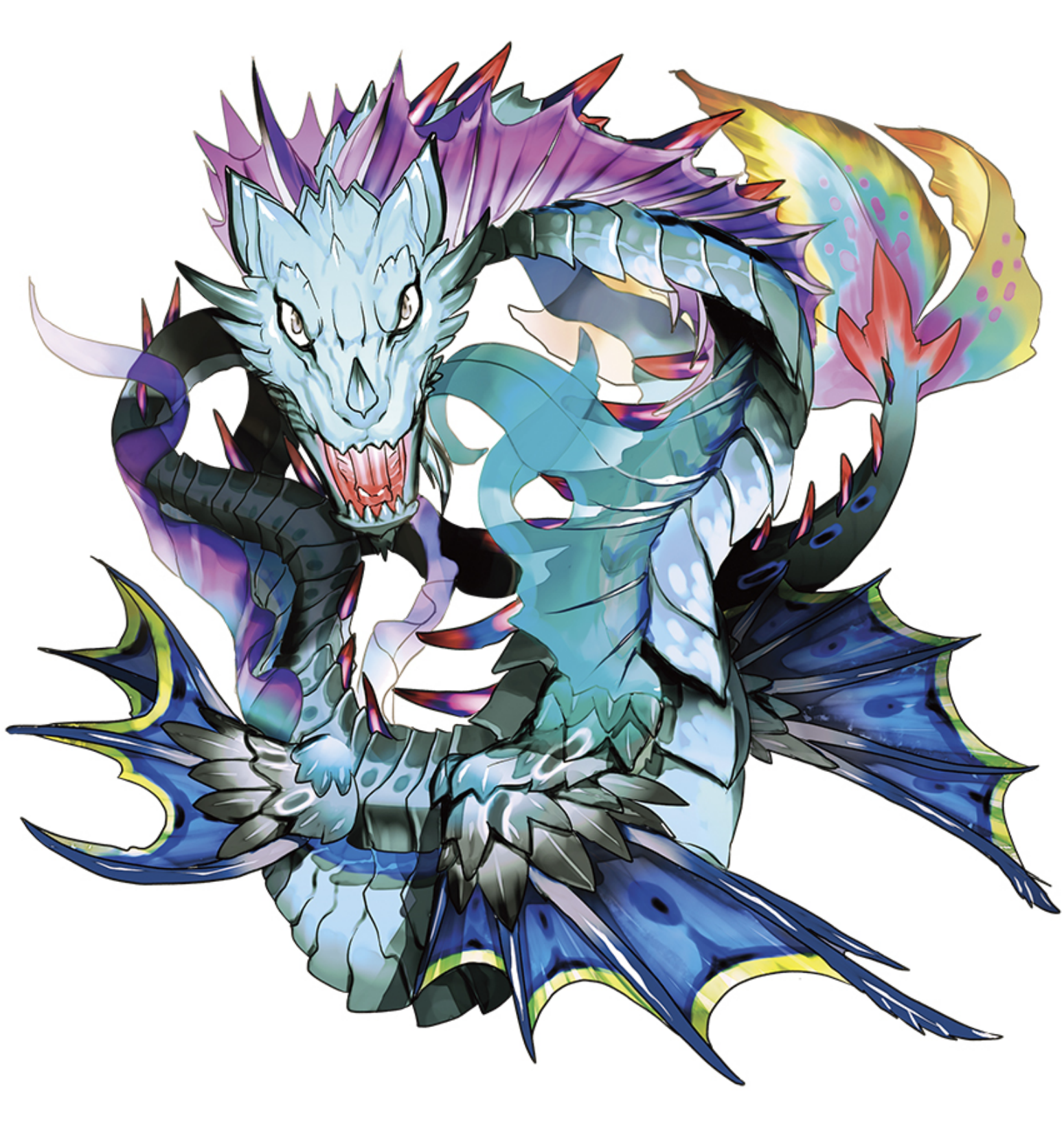






Artwork by: Tsukasa Kiryu





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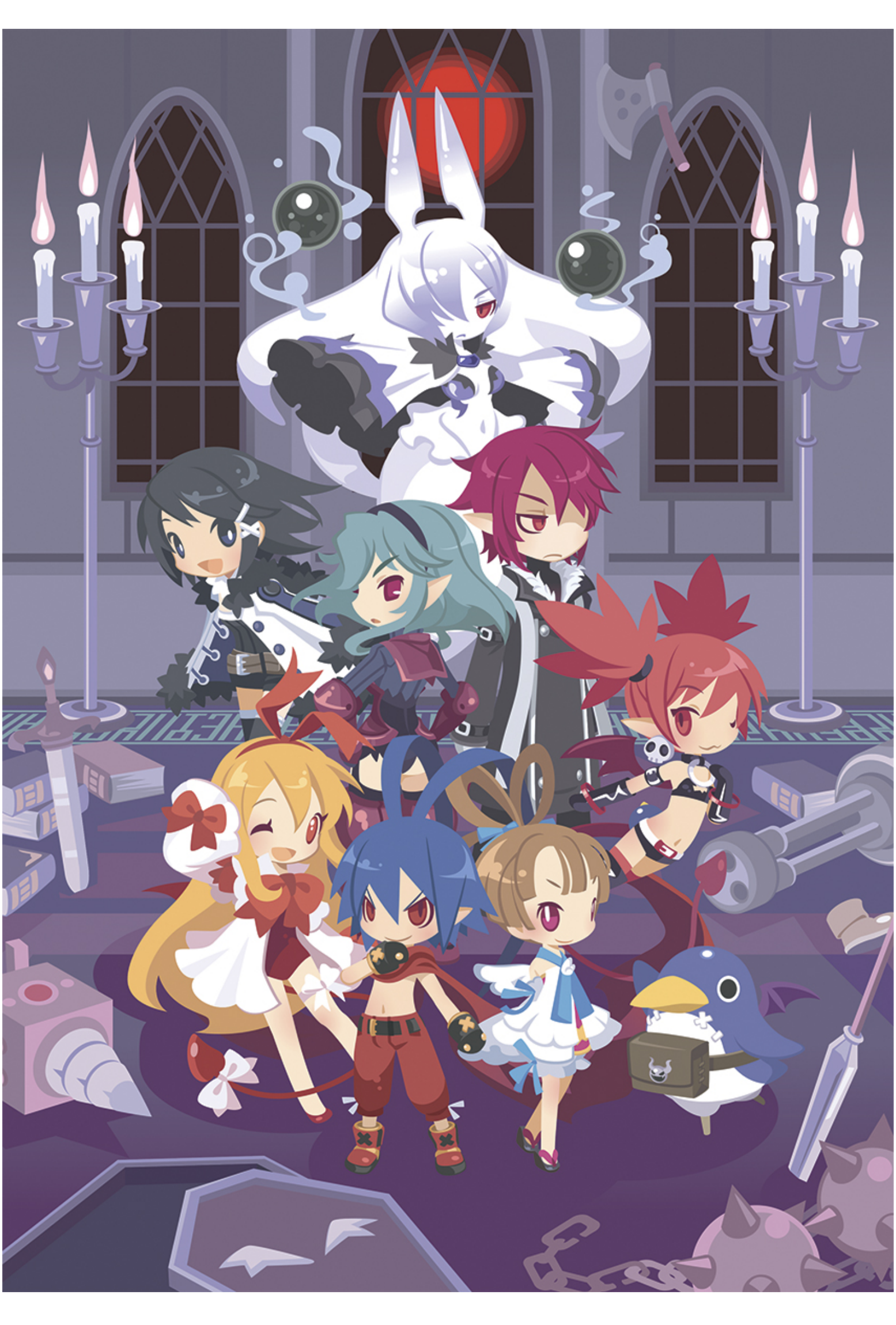

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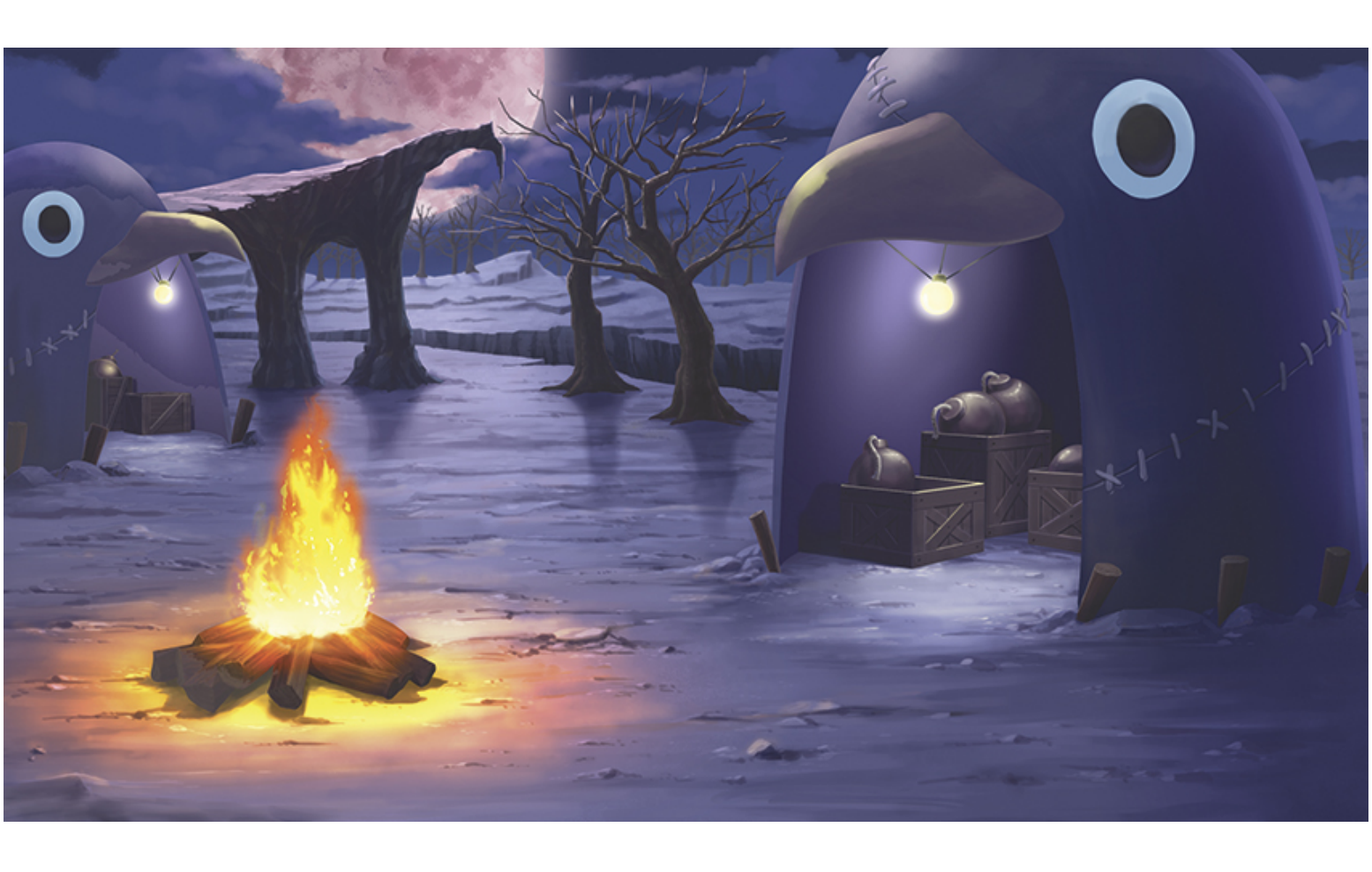

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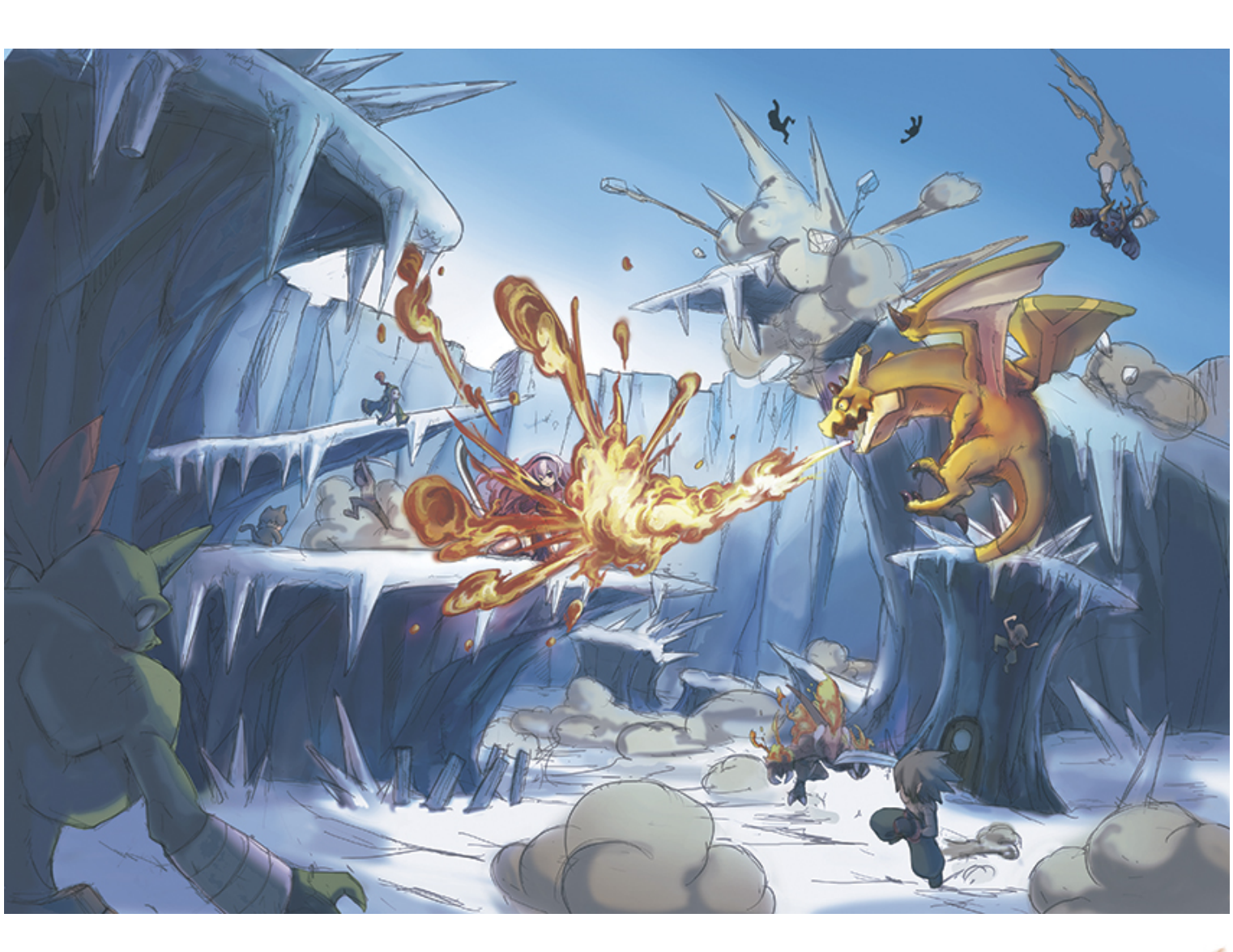

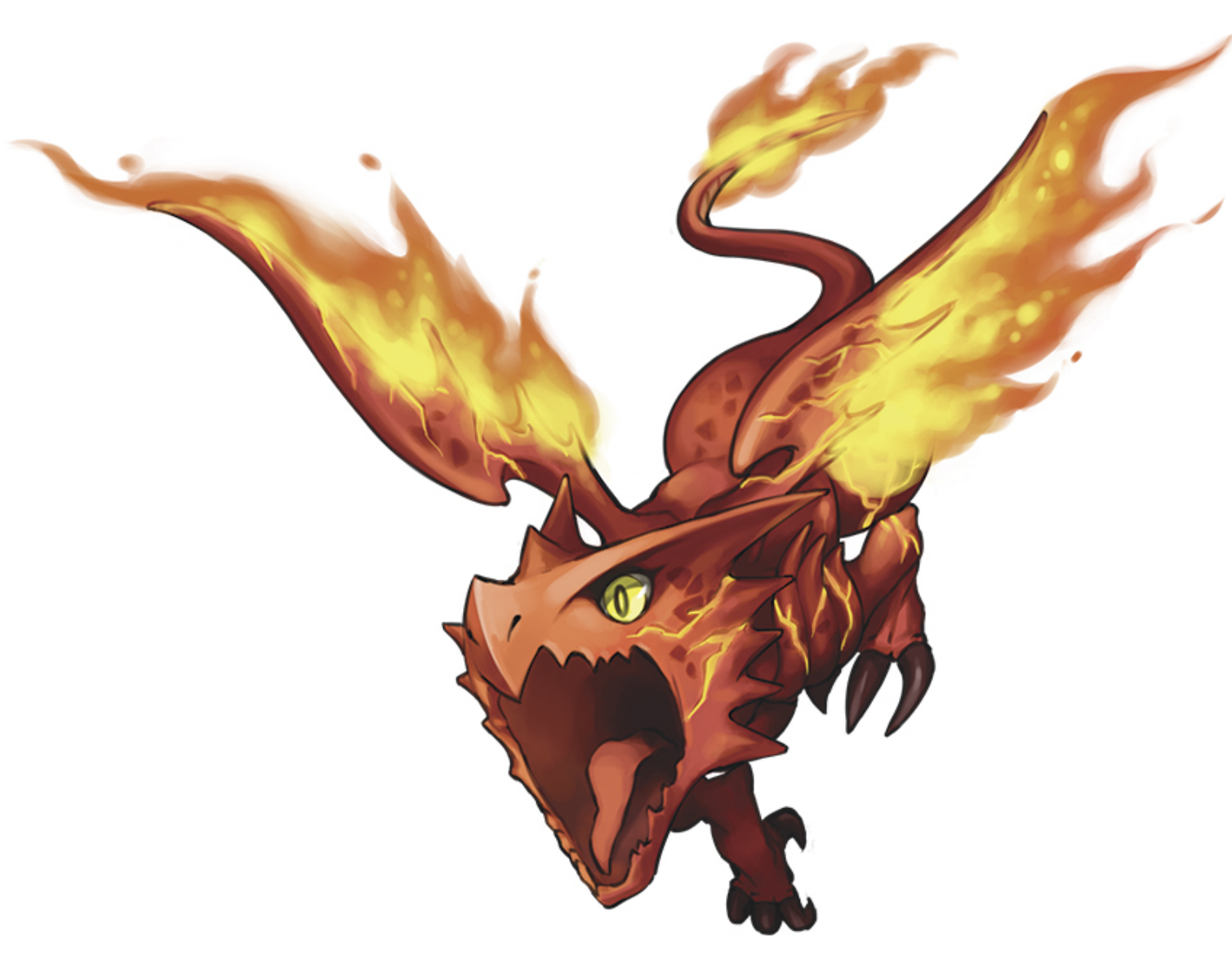

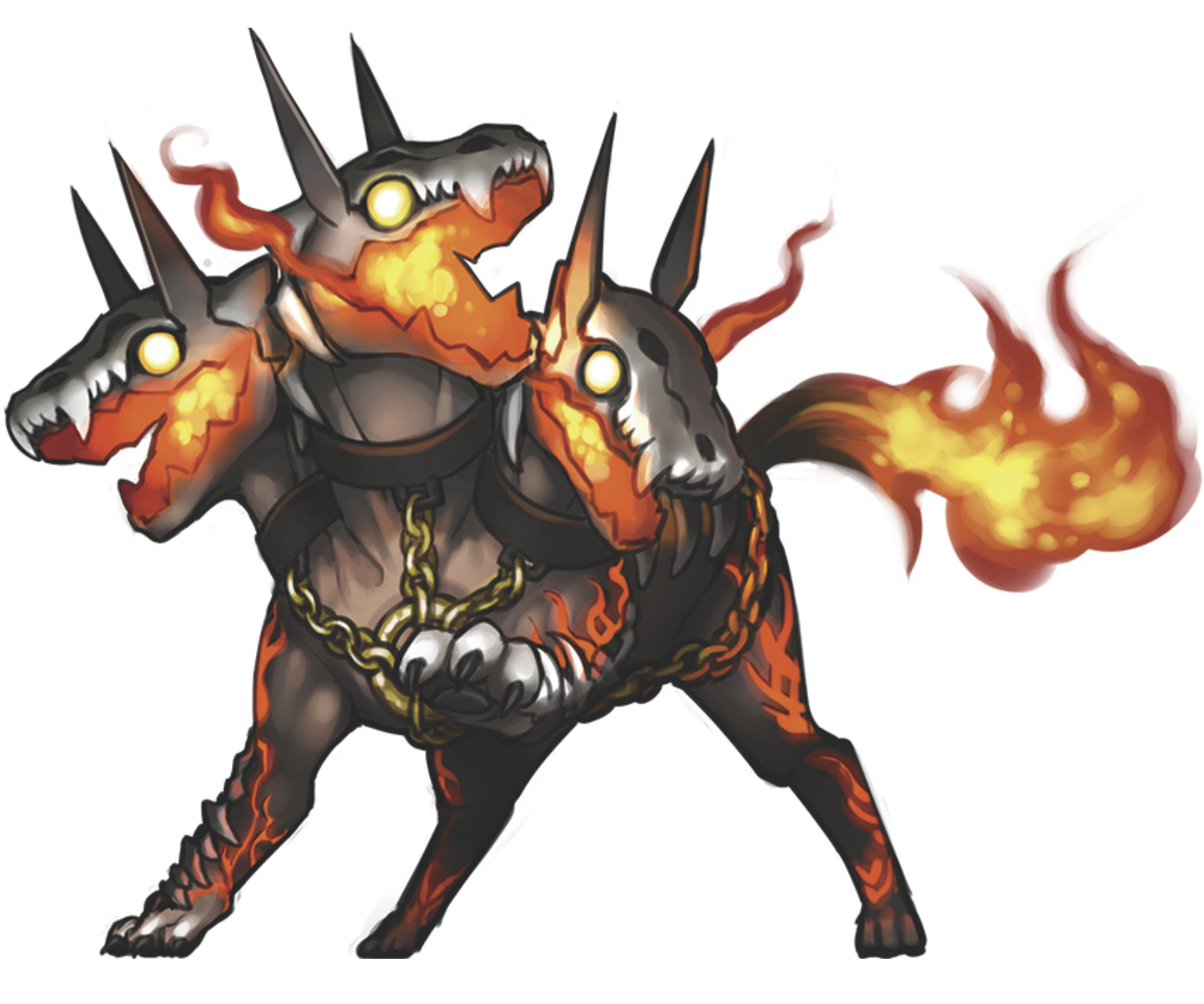

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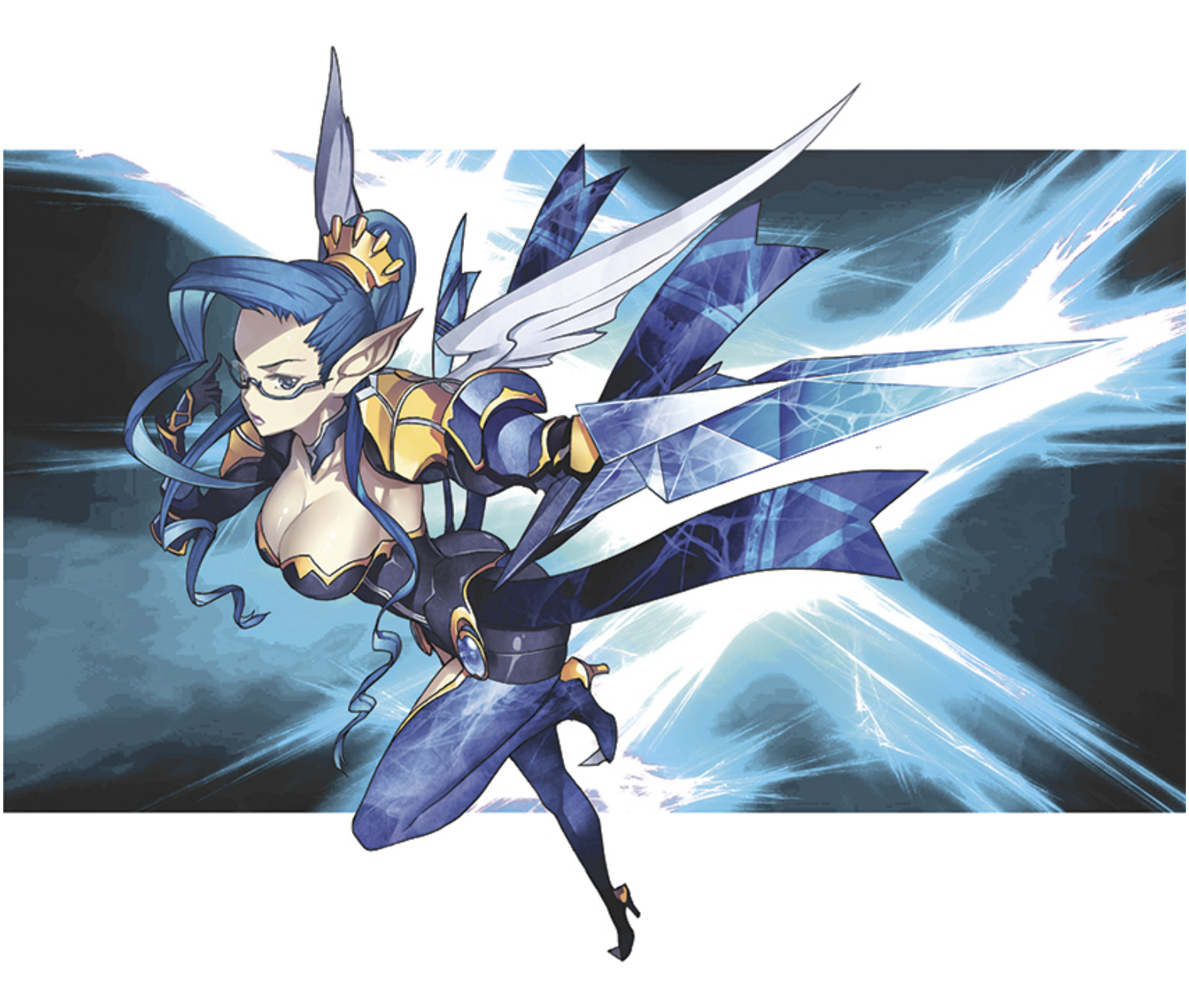

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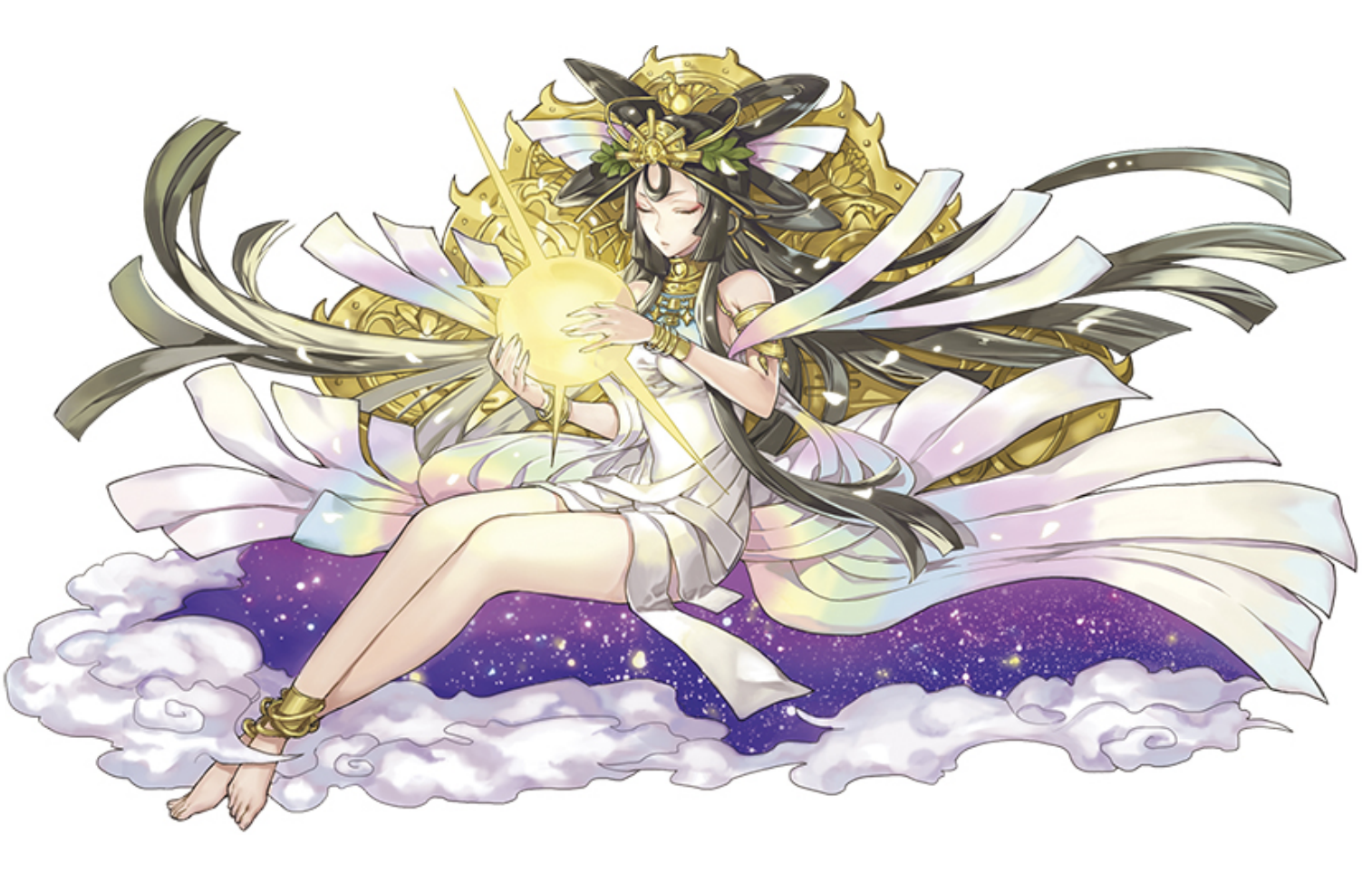
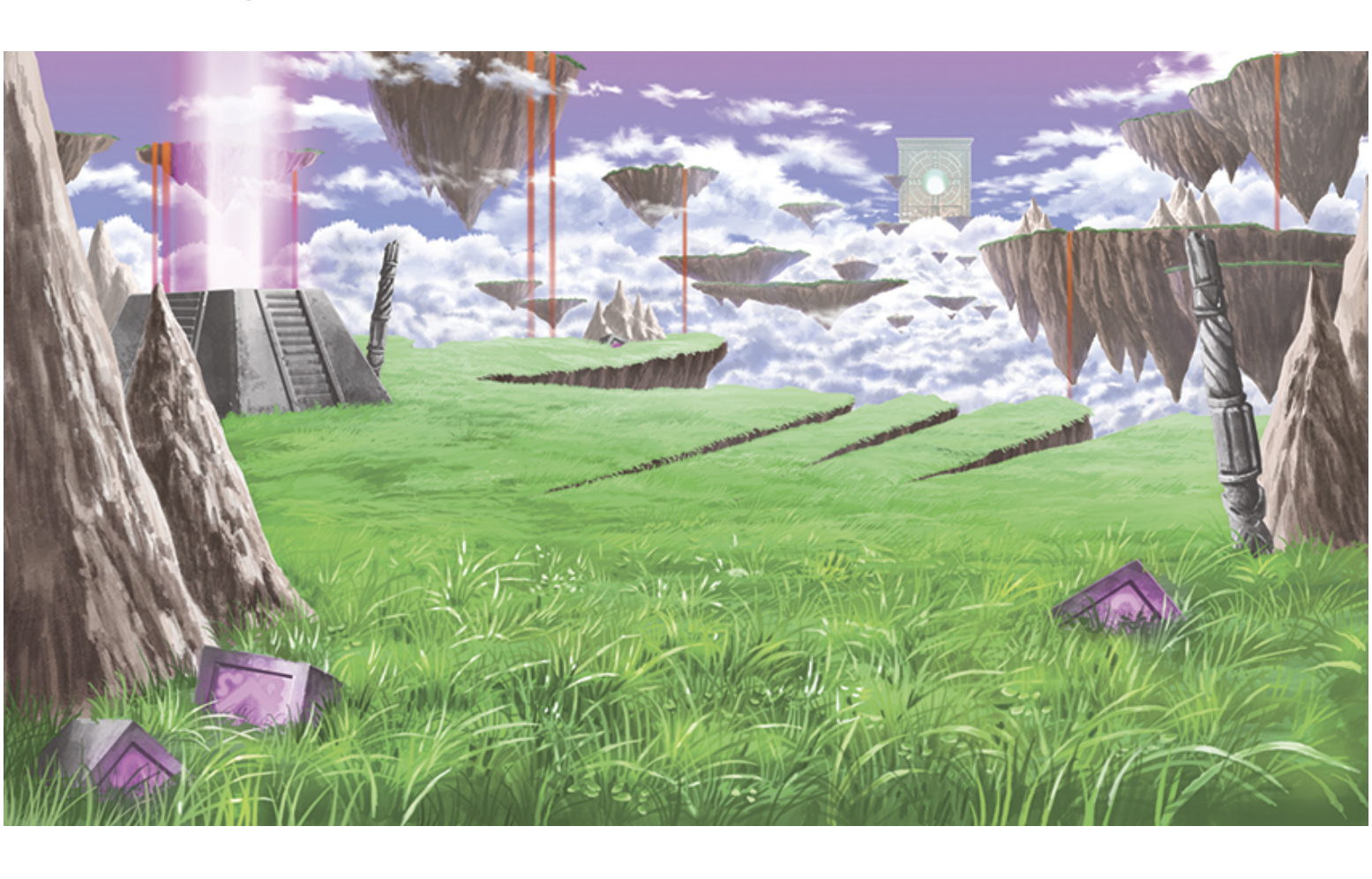
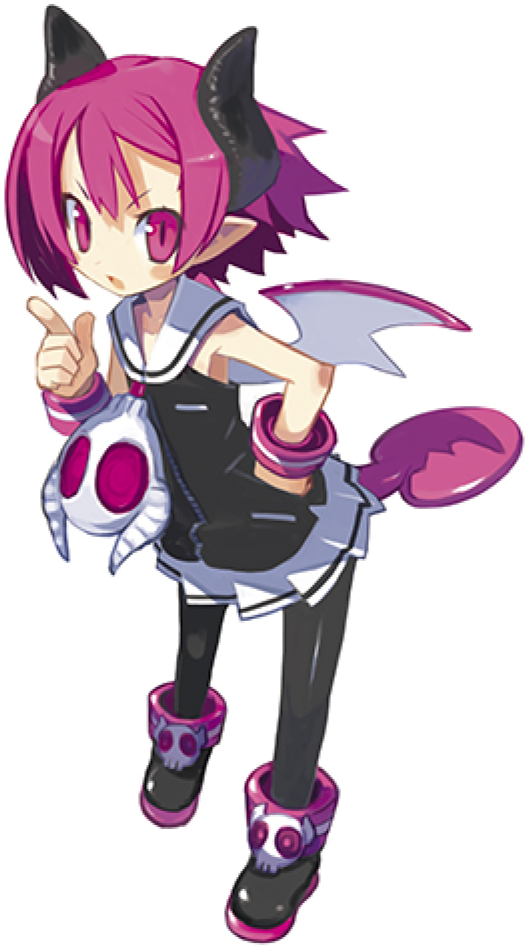




Raspberyl DLC

Raspberyl DLC



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